

CDKEY



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RUC



Liaden and Dangerous II.



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Introduction

The Origins of the Special Air Service

David Stirling, a 24-year-old Scots Guards subaltern (2nd Lieutenant), arrived in North Africa as a volunteer member of 'Layforce' (6 Commando).

At this time Special Forces were viewed as a waste of manpower and material, so upon arrival, Layforce was quickly dismantled in all but name, and the majority of its members were sent to fight in Crete. Stirling's experience with the Layforce made him realize that Special Forces were being poorly utilized. They were poorly equipped, poorly trained, and the commanders tended to use them as traducers, charging them headlong into a fight. Stirling knew there had to be a better way.

While convalescing from the ops in Crete, Stirling decided that airborne insertion had potential. In the process of learning to parachute, Stirling was injured and spent two months in an African hospital. During his stay in the hospital, Stirling devoted his time planning how small raiding teams could be used to attack vulnerable airfields and logistics bases behind enemy lines.

Upon his release from the hospital, Stirling headed for the High Command Headquarters in order to meet General Auchinleck, the Commander-in-Chief. Instead, he accidentally ended up in General Ritchie's office and presented his idea for raiding forces. General Ritchie, Deputy Commander Middle East, saw that Stirling's idea was a good one and went on to present it to General Auchinleck. Both generals saw the potential of his idea. Stirling felt that the battalion-sized formations that were being formed for amphibious raiding were too cumbersome for covert operations, and that small units of five to six men would be able to stealthily penetrate enemy lines and attack using delayed-action charges.

Three days later Stirling was back at GHQ and given permission to recruit six officers and 60 men from Layforce and to set up a training camp in the Suez Canal Zone. This independent command was to be called L Detachment, Special Air Service Brigade. The term 'Brigade' was chosen in order to convince German intelligence that the 6th Army had an airborne brigade in the theatre rather than just a handful of men. It was thought that the use of 60 volunteers would not depict the strength and resources of the 6th Army, but if use behind enemy lines might cause confusion during a major offensive.

In an early mission, L Detachment depended on gather intelligence, as well as harassing and tying up German forces during Operation Crusader. Sixty-six men were parachuted from five Bristol Bombay bombers in very bad weather. It took them over an hour to assemble the men, and they could only find two of their ten supply canisters. These contained blankets, water, food and 60 smoke bombs (named for Jack Lewis, a co-founder of the SAS, but no fuses).

Unable to destroy any planes, Stirling decided to split his men into five groups and at least carry out one reconnaissance. One by one the men made it back to the rendezvous point where the Long Range Desert Group (LRDG) was waiting with vehicles for extraction to Allied lines. Of the 66 men who had left for the operation only 22 men returned.

Next, Stirling and his group teamed up with A Squadron of the Long Range Desert Group. They set up a base at Ghala about 20km south of Benghazi in Libya. There they could operate using ground insertion instead of the highly unreliable air insertion of the previous mission. Stirling was asked to lead the mission, due to the enemy airfields preparing an operation on the 21st/22nd of December. Burling, along with Irish athlete Party Mayne, would lead ten men in an attack on the airfield at Sirte while Jack Lewis would go for El Agheila, and Lt. Bill Fraser would attack Agdeida a week later.

Leaving Ghala on December 9th, Stirling and his group were being transported by the LRDG in 7 30 ton (hundredweight) trucks. The column totalled 32 men and was piled high with stores and equipment. For the first three days the journey was uneventful, except for minor mechanical problems with one of the trucks. On the fourth day an Italian plane spotted the group. Knowing that the Italians would soon follow, the group hid in some scrub. Three Italian bombers came, and for 15 minutes they bombarded the group, throwing up large clouds of dust. When the dust had cleared, Stirling found that his column had suffered no damage at all.

The column moved on. Just before dark, another Italian plane came and started circling overhead. Being too dark for enemy bombers, and knowing that a patrol might soon be coming, Stirling decided to divide his group. He sent Mayne, along with ten men, on to attack the airfield at Tripoli, while he would see what could be done at Sirte.

With attacks were to take place the following night. That night, Stirling's reconnaissance was noticed by the Italians, causing them to fire randomly into the darkness. All Stirling could do was to bid them the show, knowing that they had lost the element of surprise. The following day, Stirling arrived as he watched the balloons evaluate the airfield. Hoping the others had better luck, Stirling group headed for the rendezvous point.

At Tripoli, Mayne had better luck. As his group approached the airfield they could hear people chattering and laughing in one of the buildings. Mayne kicked the door open and fired his Thompson submachine gun through it, leaving four men as flattened. Mayne and five men proceeded to place bombs on 23 aircraft. In 16 minutes, having no more bombs, Mayne climbed into the 14th aircraft cockpit and ripped out part of the instrument panel with his bare hands. It was an epoch which would become part of SAS legend.

Lewis found that his airfield was only a refuelling point and had no aircraft, so he planted mines in the runway and along the road, as well as blowing up some 30 trucks. His first attack was even more successful, destroying 37 Italian GR42 fighter-bombers, although he had to leave two aircraft untouched after running out of explosives. Incidentally, the German General, Erwin Rommel, was at nearby Agdeida that night, and was most likely entertained by the resulting fireworks.

Thus began the SAS. By the end of 1941 the SAS had destroyed more than 100 enemy aircraft. By the close of 1942, 1. Detachments was given full regimental status as 1 SAS Regiment. Recceiving volunteers from 8 Commando, Free French, Poles and Greeks. During operations in North Africa, the SAS destroyed over 400 enemy aircraft and tied up large numbers of enemy troops protecting air bases and lines of communication. The SAS will continue to do important missions throughout the war, causing havoc and destruction behind enemy lines.

Chapter 1: Setup

System Requirements

Hidden & Dangerous 2 requires DirectX 7 to be installed in order to run. You will be prompted to install this after installing the game.

The game also requires the *Hidden & Dangerous 2 Disc 1* to be in the CD ROM (or DVD ROM) drive in order to run.

The supported operating systems are:

- Windows 98, Windows ME Second Edition, Windows Millennium, Windows 2000 (Professional), Windows XP (Home and Professional)

Hidden & Dangerous 2 does not support:

- Windows 4.0, Windows NT (any version)

Minimum Hardware Requirements:

- Intel Pentium III / AMD Athlon 1GHz Processor, 128MB RAM, 2.4GB Hard Drive Space, 4x CD/DVD ROM Drive, 32 MB 100% Direct 3D and DirectX 8 Compatible Graphics Card, 100% DirectX 8 Compatible Sound Card, Microsoft Compatible Keyboard and Mouse.

Multiplayer LAN:

- TCP/IP Network

Multiplayer Internet:

- DSL Modem (Optional only) / ISDN / Broadband Connection

Recommended Hardware Requirements:

- Intel Pentium 4 / AMD Athlon 2GHz Processor, 64MB RAM, 2.4GB Hard Drive Space, 4x CD/DVD ROM Drive, 128 MB 100% Direct 3D and DirectX 8 Compatible Graphics Card, 100% DirectX 8 Compatible Sound Card, Microsoft Compatible Keyboard and Mouse

Multiplayer LAN:

- TCP/IP Network

Multiplayer Internet:

- Broadband Connection

Installation

Insert the *Hidden & Dangerous 2 Disc 1* CD into your CD ROM (or DVD ROM) drive. The installation menu window will be displayed. Select **INSTALL** to begin the installation of the game. If AUTOMOUNT is disabled on your computer's CD ROM (DVD ROM) drive you will need to run the **SETUP.EXE** by double clicking the **MY COMPUTER** icon and then double clicking the **CD ROM (DVD ROM)** icon, and then the **SETUP.EXE** file.

Follow the on-screen instructions to install the game and insert Disc 2 and Disc 3 when prompted.

You will be prompted to enter the unique CDKEY for your copy of the game, this can be found printed on the back of the manual.

Note: Keep the manual in a safe place should you wish to uninstall and reinstall the game at a later date.

Uninstalling the Game

To uninstall *Hidden & Dangerous 2*, select the **Uninstall** option from the Windows Start Menu/Programs/Illusion Softworks/*Hidden & Dangerous 2*.

Configuration

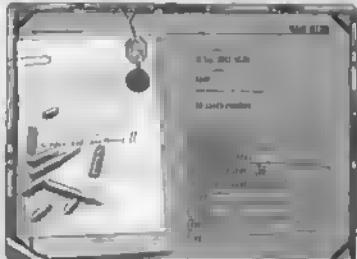
After you have installed the game and run it for the first time, the *Hidden & Dangerous 2* setup window will be displayed. The game will automatically detect your PC's specifications and select the best settings depending on your hardware.

Important: It is strongly recommended that you do not adjust these settings unless you are experiencing problems while running the game.

Choose 'Save and Exit' to continue with the game. You can run the setup utility at any time by from the *Hidden & Dangerous 2* folder in the Windows Start Menu.

Main Menu

After starting the game you will be presented with the main menu options.



Profiles

A player profile will store your game settings and your progress through the single-player campaign. Multiple profiles can be created and stored on the PC that the game is installed to, allowing different players to have individualized settings. The active player profile is displayed on the Main Menu screen.

Creating a Profile

The first time you play *Hidden & Dangerous 2* you will need to create a new player profile. Select **"Create Prof"** from the main menu, input a name and press **ENTER** to continue. You will then be prompted to select the difficulty level to associate with that profile.

From this menu you can also delete old profiles, rename existing profiles, or create additional profiles.

Resume Game

If you have already created a player profile and started a game, you can select **Resume Game** to continue playing from the last saved position. The details of the most recent save are displayed above the menu options.

Films

This menu option allows you to view briefing films and video sequences from the missions you have accessed in the single-player campaign.

Setup

Select **Setup** to access various configuration options.



Video Setup

Here you can adjust the graphics options in *Hidden & Dangerous 2*. The options are initially set based on your PC's hardware specifications, but if you experience problems or performance issues, particularly in multiplayer, adjusting these may help.

Gamma Correction

This slider adjusts the gamma (similar to brightness) in the game.

Graphic Details

This setting affects the overall level of detail in the game.

Shadows

Use this check box to turn shadows on or off in the game.

Morphing

Use this check box to enable lip sync animations in game and other morphing effects.

Footprints, debris

Use this checkbox to turn footprints and debris (such as bullet holes) on and off.

Blood Stains

Toggle the representation of blood stains on character models.

Grass

Use this checkbox to toggle whether floating bits of grass and weeds will be rendered.

Dynamics

Use this to toggle character interaction with environmental objects when killed.

Models With High Resolution

This toggles the use of high-resolution textures on models.

Sound Setup

Here you can adjust the settings for the sound and music volume in the game, as well as enable voice chat in multiplayer.

Sound Level

Use this slider to adjust the overall volume of the game.

Music Level

This slider adjusts the volume of the music in *Hidden & Dangerous 2*.

Control Setup

Here you can adjust the controls used for playing *Hidden & Dangerous 2*.

Key Setup

Enter this submenu to alter the keys assigned to different functions and commands. Note that all commands must be assigned to a key.

Invert Mouse

Check this box to invert the vertical axis of the mouse while in game.

Mouse Sensitivity

Use this slider to adjust how fast the mouse moves your viewpoint while in game.

Game Setup

Within this menu you can adjust how some game options are configured.

Subtitles

This checkbox determines whether subtitles will be shown for video sequences and in-game dialogue.

Multiplayer Game Setup

Use this menu to specify your settings for multiplayer games.

Voice Chat Settings

Select this checkbox to enable voice-chat while playing a multiplayer game.

Note that if you have this enabled and are experiencing lag in a multiplayer game it is recommended to disable it.

Voice Chat Sound Level

Use this slider to set the volume level of in-game voice communications.

Credits

Select this option to display the credits for *Hidden & Dangerous 2*.

Chapter 2: Game basics

Single-Player Game

Before you begin a mission, you'll need to select a game type to play. There are five game types:

Campaign: This option will begin a new Campaign game. A Campaign game not only consists of numerous campaigns, each with one or more individual missions. After each mission, your progress will automatically be saved, allowing you to leave the game and then pick up where you left off by selecting the same game in the main menu. You can also quicksave (press F1) and quickload (press F2) during a mission but these saves will be lost if you quit the game before completing it.

For a Campaign game, you'll be able to select up to four soldiers and outfit them to your liking. Be warned! Not many of your campaigns will take your soldiers through numerous missions without the benefit of returning to base. Plan ahead, and bring plenty of ammo and first aid packs.

Lone Wolf: This option is similar to a Campaign game, in that you will proceed through the game's campaigns and be required to complete each mission's tasks before proceeding to the next. The difference is that you're only allowed to bring a single soldier on this campaign. This option is intended for advanced players, or players who have completed a Campaign and are looking for an extra challenge.

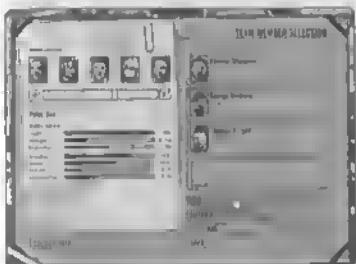
Carnage: In Carnage mode, you will proceed through the game's campaigns as normal, with a squad of four soldiers. In addition to completing each mission's objectives, however, you will also be required to kill all of the enemies you encounter.

Single Mission: If you've completed or unlocked a mission in the Campaign mode, you can use this option to reload that mission and play through it again. You will be required to complete the mission's tasks.

Single Mission - Carnage: Selecting this option allows you to play through a single mission that hasn't previously unlocked in Campaign mode. You must complete the mission's objectives, as well as kill all of the enemies in the mission.

Team Member Selection

When you begin a campaign, you'll be asked to select a small squad of soldiers from a pool of candidates. The members of the squad will be the only soldiers available to you for the duration of a campaign, so keep them safe. If you die, you won't be able to replace him until the team returns to base at the end of the campaign.



After you reach the Team Member Selection screen, you'll be able to browse through the portfolios of 30 SAS members to decide which will join your elite group. Each candidate has seven stats that you'll need to examine: three physical attributes and four skills. These skills can be improved by using them during a mission.

Attributes:

Health: Health determines how much damage a soldier can take before dying. High health is recommended for machine gunners and sub-machine gun users, or any soldier who will be getting up close and personal with the enemy.

Strength: Strength determines the maximum weight a soldier can carry. A high strength is required for soldiers using heavy weapons, such as mortars.

Endurance: Endurance determines how far and how long a soldier can move before becoming tired and needing to slow down. It also affects shot accuracy: when a soldier is tired and out of breath, he doesn't aim quite as well. All soldiers benefit from a high endurance, but the accuracy is especially critical for snipers.

Skills:

Shooting: The shooting skill determines how accurate a soldier's aim is. A high shooting skill means that a soldier will be able to place shots accurately at long range. Refined and sniper rifles will require a high shooting skill.

Stealth: Stealth determines how adept a soldier is at moving quietly and blending in with his surroundings. High stealth allows a soldier to avoid detection, or sneak up on an opponent for a quiet kill.

First Aid: First Aid indicates how proficient a soldier is at healing his teammates. When you hire a first aid per, a soldier with a high first-aid skill will restore more health to a teammate than one with a low first-aid skill.

Look picking: Look picking determines if a selected soldier is at top of his locked down.

Soldier Info: Displays a brief biography of the selected soldier.

After you've looked over a soldier's stats, you can use the buttons below the team window to manage your team.

Add: Adds the selected soldier to your team. You can also add a soldier by double-clicking his portrait or dragging the portrait into one of the four team member windows. If you wish to remove a soldier after adding him to your team, double-click on his portrait in the team window.

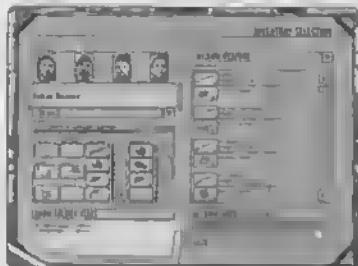
Automatic Selection: Clicking this button will let the game select four team members automatically.

Continue: When you have selected your team, click Continue to proceed to the inventory screen, where you'll select and modify your soldier's equipment.

Back: Return to the previous screen.

Inventory Selection

Before you head out into battle, you'll need to outfit your team with equipment appropriate to the occasion. The inventory selection screen will give you a wide variety of equipment from which to select items befitting each of your soldier's unique strengths.



Each soldier is represented by a portrait in the inventory screen; click on a soldier's portrait to view his inventory. The black line at the top of the inventory represents that soldier's carry capacity, which increases as the black line stretches across the inventory, that soldier has reached his maximum carrying capacity. Every team member has a number of slots in which to place equipment.

Hands: Your soldier's primary weapon for battle.

Shoulders: A medium or heavy weapon can be placed in this slot. Your soldier won't use it while it is held to the Hand slot, however.

Head: Helmets or caps can be placed here. Helmets help reflect bullets that are aimed at a soldier's head.

Uniform: Every soldier is required to have a uniform belt so a mission can begin.

Back: By default, your soldier will have Backpacks equipped in this slot. When your soldier is equipped with a backpack, he'll have extra inventory space in which to store items. For missions that require an aquatic suit, you'll have to wear an aqua-suit here, which will allow you to breathe underwater.

Discard: This isn't used in pre-mission inventory selection. During a mission, you can discard to drop unwanted equipment.

Pouches: Every soldier has space in his belt for items that need to be stored at hand, such as extra ammo, grenades, or first-aid.

Backpack: If a soldier is equipped with a backpack, he'll be able to fill it with extra equipment. Items placed in a backpack are not usable during a mission; you'll need to move them to a pouch slot or to your soldier's hands before they can be used. (The exception to this is rocket ammo; buzzsaws can be re-loaded even if their ammo is placed in a backpack. Dynamite can also be placed directly from a backpack.) Items can be moved to and from a backpack by opening the inventory screen during a mission.

The right side of the screen is where you'll select the equipment you wish your soldier to have. If you have a particular piece of equipment you wish to add to a soldier's inventory, you can either drag and drop its portrait to any of the highlighted slots in that soldier's inventory, or double-click the portrait, which will automatically move the item to an appropriate slot. There are six different equipment categories available from the drop-down menu:

Light Weapons: Single-handed weapons, such as pistols and knives. These cannot be fired into the soldier's hands; they can be carried in a pouch slot or in a soldier's backpack. Each weapon's ammo is located beneath the weapon.

Medium Weapons: Two-handed weapons, such as machine guns and rifles. These have to be placed in either a hand or a shoulder slot. Each weapon's ammo is located beneath the weapon.

Heavy Weapons: Armor and special-purpose weapons, such as tanks, guns, and rocket launchers. Like medium weapons, these must be placed in either a hand or a shoulder slot. Each weapon's ammo is located beneath the weapon.

Explosives: Grenades, dynamite charges, and mines are located here.

Uniforms: An array of uniforms and matching headgear are located here.

More: Miscellaneous support items, such as first aid kits, binoculars, and cameras are located here.

Note that you will not have access to switch equipment between missions that take place during a campaign; it is, after all, a bit tough to restock when your soldiers are in the middle of enemy territory. During the latter stages of a campaign, you may need to have your soldiers scavenging equipment and ammo from fallen opponents or enemy supplies to avoid shortages of supplies.

If you want to have the option to quickly select your soldier's inventory, you can simply click the Recommended Selection button below the equipment panel. This will give your team a selection of equipment appropriate to their pending campaign. (This button is placed by the Automatic Replenishment button in between campaign missions. Clicking on Automatic Replenishment will resupply your soldiers with ammo and supplies from whatever areas are available.)

If you want to have more control over a soldier's inventory, but still wish to avoid micromanaging, you can select equipment using the drop-down menu beneath a soldier's name. This menu contains a variety of pre-set templates for drivers, machine gunners, riflemen, and so on; selecting one of these template will outfit the soldier with an array of equipment to implement the main weapon selection.

The Show Soldier Stats button will give you an idea of what each soldier's strengths and weaknesses are. Use this information to pair your soldiers up with appropriate equipment; a soldier with high first aid should get the bulk of your first aid kits, for instance, while a soldier with high shooting should receive a rifle or sniper rifle.

The area in the lower left-hand corner of the screen will alert you to any equipment that will be required to complete missions in the upcoming campaign. You will not be able to proceed past the Inventory Selection screen unless one of your soldiers possesses these items, so you'll need to make room for them. In addition to whatever specific items a mission might require, all of your soldiers must possess a uniform before you begin a mission.

After you've outfitted your team and are ready to begin a campaign, click the Continue button to proceed to the pre-mission briefing. Clicking Back will return you to the Team Member Selection screen.

Briefing / Debriefing

When you select a mission to play, or resume a Campaign game from the main menu, a prompted briefing will begin to play. This cinematic will outline your primary tasks for the mission, and give you a bird's eye view of the battlefield. You should watch every mission's briefing cinematic at least once; they will often give you key instructions for approach vectors and useful equipment. If you've watched a mission's cinematic before, you can skip it by pressing the ESC key.

After a mission has been completed (or failed), you'll be brought to the Mission Debriefing screen. This screen will run down the tasks that you accomplished, and which you failed, as well as give you information regarding your mission's total successes and promotions. The four buttons beneath the Debriefing box allow you to Retire the mission, Save and Continue on to the next mission or campaign, Show the Diary of your soldier, or Exit to the Main Menu.

Chapter 3: Gameplay

Interface

As you are out on a mission, the bulk of your view will be taken up with the world itself. Around the borders, however, is the interface. The interface gives you information on yourself, your squad, and on the world.



If you have equipped a soldier vault, a compass during your inventory selection will be displayed in the top left-hand corner of the screen.

Note: It is highly recommended that you equip all of your soldiers with this small but highly useful piece of equipment.

...all good compasses. It tells you which way you are going. Used in conjunction with the map, it will allow you to navigate your squad through the environment. There is also a side-benefit to the compass: it will indicate the direction of those enemies that have already been sighted and flushed. If the direction of any gunfire and/or if footfalls can be heard. Around the outside of the compass there will be blue and red points. If played, the blue points show the location of your team members and if you have sighted any enemies they and their direction will be displayed as red points.

In the lower right-hand corner is your weapon information. The upper-right corner of the weapon information box lists how many grenades you have. In the left part of the box is the listing of how much ammunition remains, below which is the name of your currently equipped weapon. The two icons at the bottom of the box show you pictures of the weapon in your hands (left icon) and what weapon, if any, you have slung over your shoulder (right icon).

The box in the lower-left corner of the screen shows your current position and speed. The folder is in the same position (standing, crouching, or lying down) that you are, and the four arrows show how fast you are moving (see Movement, below). The stopwatch icon will show a count down if you have the秒钟 (stopwatch) taken a specific amount of time, such as setting a timed explosive.

At the bottom of the screen will be several additional boxes, representing your squad members. Their name is listed near the bottom, just above the name of the weapon they have equipped. At the top is their portrait.

Also, the name of the soldier there will be a number of icons displayed depending on the soldier's status. An ear icon indicates that he is within the 40m range to receive orders via voice commands. An 'S' indicates that he is equipped with a silenced weapon or knife and a "red cross" indicates that the soldier has an above average first aid skill.

To the right of the portraits are three bars. The first bar is your health. It decreases as you are injured. Once it passes the halfway mark, it turns red, and should it disappear completely, the soldier will die.

The next bar is your Endurance. It decreases while performing strenuous activity, like running or jumping, and regenerates itself as you rest. Your weapon accuracy suffers if it is not full (you are out of breath), and you cannot sprint or jump if it is empty.

The final bar is an interval of time. If it decreases to nothing, it will be full. The more time you spend in close proximity to enemies, the more this bar depletes; so it is a good look at you. When it becomes empty, you had better be ready, for the enemy will use you for who you truly are. Getting a shot of light will allow the bar to rise again, and shooting a fresh uniform will reset it.

To the right of the bars are two icons. The first indicates that soldier's Up+Down (hold fire, fire & wait, etc), and the second has moves: More (hold position, follow, etc). See Chapter 4 for more information on squad commands.

The final bar, below the two icons, shows your stealth meter. It is shown as a distance, in meters, inside which enemies will not see you. This number factors in a combination of sight, sound, and motion. Some things that may affect your stealthiness include your posture, how tall you are moving, whether you are in a breath, and what actions (like firing a gun) you are taking.

Movement

To move forward and back, use the arrow keys (default: cursors up, down). To move from side, use the strafe keys (default: cursors left, right). To turn while moving, move your mouse! Also to side.

Speed

There are four movement speeds available to you via a control, illustrated by the four arrows on the lower-left side of the screen. Increasing or decreasing your speed (default: mouse wheel) will change the number of arrows that are lit up.



- One arrow: Slow, steady, silent movement
- Two arrows: A standard walk
- Three arrows: Run
- Four arrows: Sprint

Moving at anything faster than a walk will cause your endurance bar to drain, causing you to tire out, thus affecting your aim. If your endurance bar becomes empty, you will be unable to sprint.

Position

In addition to moving at different rates of speed, you can hold yourself in different postures. You will make most invasions in a standing position. While you can move quickly this way, you also make a good target. Crouching (default: right click) is somewhat safer, but causes you to move slower. Going prone (default: right shift) is the safest, making you hard to spot or shoot, but crawling on your belly is hardly a fast way to get anywhere.

Swimming

You may come across the occasion to approach a target from underwater using appropriate diving equipment. Moving while under water is simple - simply face the direction you want to move and use the move forward key to propel yourself straight ahead.

Looking around

Look around while in the world, simply move your mouse. This has the same effect as moving your head around, allowing you to look to the sides, up, and down.

Camera positions

When you start a mission, you will be looking at your soldier from behind and above. This is called a third-person view. Use the camera key (default: G) to switch between this and a first-person view, which is you seeing through the eyes of your soldier. While using first-person, you can use your secondary fire key (default: shift) to enter an iron sight view. This is a first-person camera in which you will be looking down the sights of your weapon.

Interacting with objects

Whether it is a gun, a door, or a vehicle, you will want and need to interact with the objects in the world. To interact with something, move closer to it and point the crosshair at the object. If you can interact with an object, a frame will appear around it, along with the object's name. Press the action button (default: right mouse button). A menu will appear showing a list of the things you can do with the object. What options are listed depend on the kind of item you are trying to use and what you have in your inventory. Use the arrow keys to move through the options, letting the action key again to perform your chosen task. Alternatively, you can simply hit the number key on the keyboard or keypad that corresponds with your choice.



Uniforms and disguises

A soldier's life tends to be a tedious one, with long hours spent standing, watching unchangeable billboards for an intruder that may never show up. Soldiers, on their side, and ours, get tired and impatient after a while. You can exploit this weariness. If you are able to disguise yourself as an enemy soldier, you can move through the enemy's field of view without arousing too much suspicion. Still, there is the chance that you will be discovered, by an onlooker such as a helmet worn in a non-regulation manner, or an unrecognized item. For this reason, it is still best to limit the time you spend under an enemy guard's scrutiny.

Grenades, bullets, and knives don't make a good fit of a uniform, and be certain that a uniform covered in blood will attract a guard's attention. To acquire a disguise, then, you must lose an enemy to outnumber. If you kill an enemy, the uniform will be yours.

It is tough to force an armed enemy to surrender, although there are a few things that can help to demoralize them. First off, scare the bejeezus out them! Arming a clip over their head, shooting the weapon out of their hands, or almost running over them in a tank tends to put them a bit off balance. Shooting their commanding officer leaves them feeling confused. A wounded enemy is also more likely to surrender than a healthy one capable of fighting back, although his uniform will not be useful for disguising yourself, as it will have blood on it.

Once you have a uniform, make sure it is complete; all exposed clothing and equipment must be authentic. At the very least, you need to make certain that your uniform, backpack, weapon, and helmet (or hat) are of enemy origin, any concealed weapons should be safe from scrutiny.

Weaponry

One advantage that the SAS has over other units is our extensive training with weaponry. Unlike normal troops, we receive training not just in allied weaponry, but in the weaponry of our enemies as well. This was one of the founding principles of the SAS - why haul in whole crates of weapons and ammunition when you can just steal it from the enemy when you get there?

The carrying and equipping of weapons

When you choose your gear for a mission, you will likely take a selection of rifles, submachine guns, pistols, knives, RPGs, etc., and heavy weapons for your squad. Obviously, you can't use all of these at once. You can carry one weapon in your hand, and may have others slung over your shoulder or stored in a pouch or backpack.



To select a weapon, use the next/previous weapon keys (defaults: [,]) . When the weapon you want to use is highlighted on the right side of your screen, press the action key to equip it. Alternatively, you can go into your inventory screen and drag the weapon's icon into your hand.

Firearms

Firearms are the most common of weapons in this war, and run the gamut from the light Garand rifle to the heavy Browning Automatic Rifle. Firearms are carried and reequipped just like any other weapon.

Loading your firearm

Once you have a weapon in hand, you will want to know when it is loaded. In the lower-right corner of your screen is a picture and the name of your current weapon, along with two numbers (IR & RL). The first number represents how many rounds are currently in your weapon. The second number is the number of spare magazines or clips you have to reload the weapon with. Whenever you load the need, it loads the weapon with the closest key (default: enter). If the weapon is not completely empty, the partially full magazine or clip is retained, and it is assumed that you will be combining partial magazines between firefights. While this means it is best if you have two magazines that hold twenty rounds each, you fire ten rounds and then reload, you will still have five magazines - but the last one will only have ten rounds left in it. Keep track of this. Soldiers have died with it they confidently grabbed that last magazine to attack those three others, only to find it had just two bullets left in it!

Note that some weapons cannot be reloaded until they are completely empty.

Aiming and shooting your firearm

Firing a gun is easy. You pull the trigger (default: left mouse button). That's it. It is hitting what you want to hit that is the challenge. In either third- or first-person camera mode, you will see a crosshair of four lines in the centre of your screen. The area inside those lines is a general approximation of where your bullet will go when you pull the trigger. If you are moving, the lines get further apart. If you crouch or lie down, they get closer together.

Note that the lines never get very close together. There is a reason for that. If you can look down and see the weapon sitting there in your hand, you are obviously not aiming it! Only in emergencies and when you're shooting from the hip is a good idea. To aim your firearm, press the secondary fire button (default: end). You will now be looking down the top of the barrel and through the weapon's sights, or, if the weapon has optics, you will be looking through its scope.

Now your bullets will go, more or less, where you point your gun. Be sure to pay attention to the small amount of bob and sway caused by your breathing - at a long range, it can be enough to cause you to miss a target. This effect is intensified if you have been exerting yourself by running or sprinting. If you steady yourself by crouching or lying down, you can dampen the effect.

Knives

Knives are not the most effective of weapons against an opponent that knows you're there, especially when those opponents are typically armed with guns. Again, an unaware opponent that you attack from behind, however, it is extremely effective. Simply equip a knife and attack to stab an opponent. Attacking an unaware opponent from the rear will quickly and bluntly dispatch them.

Explosives

Grenades are nice, but they aren't all that effective against a heavy iron power generator, and no time at a time is a dangerous way to take out a room full of Germans. Thankfully, you have access to a few explosives to make your life easier — and more destructive.

Grenades

Grenades are small amounts of explosive in a hard metal casing. When a grenade explodes, the metal casing breaks apart, scattering shrapnel in all directions. To use a grenade, equip it with any other weapon, either with the previous weapon button, or through your inventory. Once it's equipped, press fire to throw it. The longer you hold the button down, the further your throw will be. Use the secondary fire key to spin it a lighter, underhand toss.

Dynamite

When you want to do the maximum amount of damage with the least amount of effort, nothing beats good, old-fashioned TNT. A few sticks of dynamite with a timer attached can solve all kinds of problems. Dynamite is used for specific initial objectives. When you reach those objectives, you will see a red outline in the shape of a bundle of dynamite. Walk up to the outline and use the key to interact with it to place the charge. This is not an instant action, so if you want to be certain that no Germans wander into the room to kill you, it's dynamite.

Mines

Mines are hidden booby-traps that are laid on the ground. If you step on one, it'll go off immediately with explosive results. To place a mine, equip it as your active weapon, move to the spot you want the mine to be set, and press the fire key. It takes a few seconds to lay a mine, so be careful where you step.

You can also plant mines by getting close and interacting with the hidden mine. Be careful where you step.

Vehicles

Marching about in formation looks cool, but after a few miles in the dark, both you and your squad members will begin to see the benefits of parking your rump in a vehicle. Not to mention the benefits of having a sheet of steel between you and the enemy!

Driving land vehicles

To drive a land-based vehicle, walk up to it and interact with it (use the action key). You will then be given a choice of which vehicle station you want to be in (driver, gunner, etc.). If you choose a pilot station, tell your squad to follow you, they will take up the remaining vacant positions. While in a vehicle, you can again use the action button to switch between various pilot slots.

To drive, use the same controls that you use to move around the world. The forward and back keys move the vehicle forwards and in reverse, and the strafe keys turn the vehicle left and right. The hand brake key (default: space) stops the vehicle.

Chapter 4: Controlling the Squad

Effective communication between your squad members is critical in a combat situation. This chapter will tell all of the communication options available to you, from side-by-side signals, to military code. You can be signaled to a friend who's out of sight. You'll also learn about the central control map, where you'll be able to coordinate all of your squad members' movements and actions.

Dynamic Squad Management

You can only control one soldier at a time. To try to switch control between your soldiers, press the TAB key, or hold the Right Shift key while pressing TAB to cycle through them backwards. To switch directly to a soldier, press the number key corresponding to his position in the soldier display (along the bottom of your screen). 1 is soldier 1, 2 is soldier 2, 3 is soldier 3, 4 is soldier 4, and so on.

You will be given a command to your team members while you're controlling them directly. You'll need to use the command number situated in your keyboard's number pad. Before you give a command, I'll need to select a unit to receive the command to.

Numpad0:	Add next friendly unit
Numpad1:	Soldier #1
Numpad2:	Soldier #2
Numpad3:	Soldier #3
Numpad4:	Soldier #4
Numpad5:	Friendly Unit #1
Numpad6:	Friendly Unit #2

After you've chosen your target unit, you'll be able to issue a number of commands via the number pad. Commands that are similar to one another are brought up together in categories. Once you've selected a command category on the number pad, you'll be offered a list of commands to choose from.



You may pick up extra team members along the course of the game, who will be represented by a new profile tab. These team members are not available for your direct control; you'll need to issue them commands to tell them what to do.

Command Group 1: Movement

This command group will have your active soldier yelling out a movement command to all other soldiers within hearing range. If a soldier is within hearing range, his picture on his profile tab will turn red. Enemy soldiers within hearing range will be alerted to your presence when you yell, but this is the way to communicate with your teammates when they don't have a direct line-of-sight to you.

Numpad 1: Follow Me

Your soldiers will follow you in the front if you've selected them. (See Command Group 7)

Numpad 2: Advance

When you issue this command to a soldier, he'll begin walking in the direction that you're currently heading. This is useful when you want a teammate to engage an enemy who is just out of range.

Numpad 3: Move There

When this command is issued the soldier will move to the location that your crosshair is currently pointing towards, this can be used to position your soldiers with more accuracy than issuing an advance command.

Numpad 4: Halt

Your soldiers will immediately stop following orders that they are currently obeying. If you want to leave them behind while you move ahead, you may want to manually move them into a position where they can lead you cover fire, if the need arises, but they will also react independently to the enemy changing posture and direction.

Numpad 5: Hold Position

This command will instruct your teammates to stop immediately in their current posture and directional facing. This is handy when you're attempting to take cover inside a building or any other defensible area.

Numpad 6: Take Cover

If you are expecting an attack from the enemy or plan to set an ambush this command will instruct your teammates to take up a position of cover in the direction you are facing, prepare for attack.

Command Group 2: Attack

This command group controls how your computer-controlled teammates react when they have the opportunity to attack. You'll probably want to use this command individually, depending on the weapons your teammates are using. If you don't want a soldier to engage an enemy, he'll stay at will until 200 meters away, for instance.

Numpad 1: Fire At Will

Any soldier, as soon as he spots an enemy or is fired upon, will open fire.

Numpad 2: Hold Your Fire

Your soldiers will not return fire or open fire of their own volition.

Numpad 3: Fire On My Lead

Any teammate will wait for you to fire the first shot before firing with enemy or returning fire. This is ideal for flanking when you're leading your entire team; note that this order will change to Fire At Will if your team comes under attack so that they defend themselves.

Numpad 4: Cover Fire

Any teammate will fire 10 rounds at random, targeting all nearby enemies. It's luck for cover if you're crossing exposed areas, but make sure you switch your soldiers back to regular setting once you get to your destination, because your teammates will be recharging ammo quite rapidly.

Numpad 5: Throw Grenade

Instruct your teammates to use grenades.

Numpad 6: Use RPG

You have a teammate with some form of rocket launcher, such as a Bazooka or a Panzerfaust, you can use this command to instruct him to fire it.

Command Group 3: Action

This group differs from the rest in that the actions contained within are contextual, meaning what they do will base on what the soldier you're controlling is targeting. For instance, if you target an enemy corpse, you can instruct one of your teammates to switch uniforms with the body, or pick it up for later disposal; if your soldier is targeting a door, you can tell another soldier to enter it and clear out the room beyond; and if you target an injured teammate, you can command another teammate to heal your wounded friend. Try using this command on various items in the game world to explore its functionality on a case-by-case basis.

Command Group 4: Silent Movement

When you wish to issue command 4 to your team members without alerting nearby enemies, you can use hand signals via the Silent Movement command group. The command is analogous to those of the regular Movement command group, except that they'll be silent. It is that your teammates must use a direct line of sight to target, or to pick up. On these commands, although they may hear you or another soldier whisper if they're close enough, if your team members are at distance, they'll be required to use hand signals to communicate.

Numpad 1: Follow Me

Any soldiers will follow you in the formation you've selected for them. See Command Group 7.

Numpad 2: Advance

When you issue this command to a soldier, he'll begin walking in the direction that you're currently facing. This is useful when you want a teammate to engage an enemy who is just out of range.

Numpad 3: Move There

When this command is issued the soldier will move to the location that your crosshair is currently pointing towards, this can be used to position your soldiers with more accuracy than just issuing the advance command.

Numpad 4: Hold

Your soldiers will immediately stop following orders that they are currently obeying. If you want to leave them behind while you move ahead, you may want to manually move them into a position where they can lend you cover fire, if the need arises, but they will also react independently to the enemy changing position and direction.

Numpad 5: Hold Position

This command will instruct your teammates to stop immediately in their current position and directional facing. This is handy when you're attempting to take cover inside a building or any other defensible area.

Numpad 6: Take Cover

If you are expecting an attack from the enemy or plan to set an ambush this command will instruct your teammate to take up a position of cover in the direction you are facing to prepare for attack. If under unexpected firing, hitting this command will instruct your soldiers to find a hiding spot.

Command Group 5: Silent Attack

As with Silent Movement, this group issues attack orders to your teammates without tipping off the enemy that your team is nearby, only soldiers equipped with silent weapons will attack the enemy.

Numpad 1: Fire At Will

Any soldier, be it an ally or an enemy, will be fired upon, with full fury.

Numpad 2: Hold Your Fire

Your soldiers will not return fire or open fire of their own volition.

Numpad 3: Fire On My Lead

Your teammates will wait for you to fire the first shot before firing on the enemy or returning fire. This setting is ideal for situations when you're leading your unit in battle; note that this order will change to Fire At Will if your team comes under attack so that they defend themselves.

Command Group 6: Silent Action

This command is the same as Action, except that your instructions will be unvoiced.

Command Group 7: Formation

Your teammates will, by default, group themselves together in a formation unless you manually break them up. This command group governs the type of formation they create, as well as how close together they stay.

Numpad 1: Point Formation

This is the default formation; your teammates will fan out behind you in a V-shaped formation.

Numpad 2: Line Formation

Our teammates will spread out on either side of the soldier issuing the command. This is best used when you are side-on you won't be flanked by the enemy.

Numpad 3: Column Formation

Our soldiers form a column, with the soldier you command at the head. This is best used when you're attempting to flank your enemies, or when you suspect they might be attempting to flank you.

Numpad 4: Tighten Formation

Your teammates will stick together more closely in their formation.

Numpad 5: Widen Formation

Your teammates will spread out from their formation.

Numpad 6: Regroup

If your soldiers have become separated, use this command to reform the last selected formation.

Command Group 8: Tactical Mode

This group of commands relates to soldiers who are currently engaged in combatting, and is limited to use in Tactical Mode. The soldier issuing these commands will need to be under your direct control.

Numpad 1: Signal 1

Numpad 2: Signal 2

These commands are used to execute soldier orders in real time that have been issued to soldiers in the targeted company after the wait for signal 1 or wait for signal 2 command have been passed.

Numpad 3: Hold

Targeted soldiers in this will freeze their movement if any commands are issued to them in Tactical Mode, and stand still until you issue another command.

Numpad 4: Continue

If you've ordered a target to Hold on the movement of his Tactical Mode commands, this order will have him resume those orders.

Numpad 5: Cancel Orders

All Tactical Mode orders for targeted teammates are cancelled. Targeted teammates will stop at their current location.

Numpad 6: Back To Formation

This command cancels all Tactical Mode orders for the targeted soldier, and orders them to regroup near the active soldier in the default formation. This must also be used once tactical orders have been completed, in order for them to return to being able to be controlled via voice commands. A shield icon next to the soldier's portrait will indicate if he is still in tactical mode.

Command Group 9: Call Support

You can call for support only during multiplayer games and the appropriate piece of equipment (radio) must be equipped.

Numpad 1: Call Airstrike

Calls an airstrike down upon your enemies.

Numpad 2: Call Artillery

Calls command munitions & long-range artillery strike upon the designated area of the map.

Tactical Squad Management

If you want to issue multiple commands to different soldiers simultaneously, you can use *Dangerous Ops*'s tactical mode. The Space key will create a tactical mode overlay on top of the game's normal interface when you press it during a mission. Tactical mode pauses the game and allows you to split up your team without having to control each squad member manually. The tactical mode is not available in all of the missions.



The first thing you'll notice when you open the tactical mode is that your viewpoint is disengaged from your soldiers; you'll be able to move your viewpoint freely about the level, though you'll only be able to see some features, like enemy soldiers and vehicles, if one of your soldiers is within sight of them. While in tactical mode, you can use the following keys to manipulate your view and interact with the world:

- **Left-click:** Click on the ground and drag to move your viewpoint. Double-click on the ground to automatically move your viewpoint to that location. Click on a soldier to switch to him. Left-click on a waypoint and drag to move viewpoint.
- **Right-click:** Right-click to set a waypoint when you have a soldier selected. Right-click on a waypoint to delete it. Right-click on a soldier or item to bring up the Action menu, which offers you a variety of actions based on the item you're clicking on.

- **Up Arrow:** Move viewpoint forward.
- **Back Arrow:** Move viewpoint backwards.
- **Left Arrow:** Move viewpoint to the left.
- **Right Arrow:** Move viewpoint to the right.
- **Pageup:** Raise your viewpoint off the ground.
- **Pagedown:** Lower your viewpoint toward the ground. Scrolling your mousewheel (if you have one) will also raise and lower your viewpoint.
- **Numpad2:** Tilt your viewpoint down.
- **Numpad4:** Rotate your viewpoint to the left.
- **Numpad6:** Rotate your viewpoint to the right.
- **Numpad8:** Tilt your viewpoint up.
- Pressing down and holding the middle mouse button (if you have one) will also allow you to tilt and rotate the camera.

In addition to the interface differences, you'll notice that some objects in the game are surrounded by colored boxes.

- **Blue Box:** Indicates your currently selected soldier.
- **White Box:** Indicates that an item or person can be right-clicked to open an Action menu.
- **Red Box:** Indicates that a character is hostile and that your currently selected soldier has a line of sight toward that character. If your soldier is in *Aggressive* mode, he will attempt to kill the hostile target.
- **Green Box:** Indicates the soldier that you will be in control of when you exit the tactical map.

Now that we've covered the basics of the tactical mode interface, let's discuss what you can do with it. The primary functionality of the tactical mode is to set up waypoints for a soldier. When you set up waypoints, you are telling your soldier to run to a spot on the map, then proceed to another spot, and so on. The important thing is that you can change the way your soldier behaves between each waypoint. For instance, if you want to move a soldier across an exposed gap between two buildings, you can tell him to crawl silently until he reaches the corner, sprint across the gap at full speed, then have him hold his position and look out for enemies while your other soldiers repeat the action. All of this will be performed automatically, and, most importantly, all of it can be performed simultaneously alongside whatever you've instructed your other soldiers to perform.

The most basic action you can perform in tactical mode is setting a waypoint for your soldier. If you enter tactical mode, set a waypoint, then exit tactical mode, the soldier will know from where he was to the waypoint without requiring any manual control. You can string together waypoints by successively right-clicking along the path you wish him to run. In between each waypoint, however, you can change his behaviour by using the buttons along the top of your soldiers' profile tabs. There are seven groups of options to choose from:

Pose



Stand: Your soldier will walk to the next waypoint while standing upright.



Kneel: Your soldier will crawl to the next waypoint while crouching.



Crawl: Your soldier will crawl to the next waypoint while lying prone.

Motion



Sprint: Your soldier will run at full speed towards the next waypoint. If your soldier runs out of stamina while in transit, he will revert to running. As in manual movement, this option is only available if your soldier is standing first.



Run: Your soldier will move rapidly to the next waypoint.



Walk: Your soldier will move in a normal pace to the next waypoint.



Silent Walk: Your soldier will move slowly, but silently, towards the next waypoint.

Mind



Aggressive: Your soldier will fire upon any hostile target that comes into his field of vision.



Defensive: Your soldier will only fire when fired upon.



Passive: Your soldier will not fire his weapon. You should only use this setting if you're fairly sure that your soldier won't be seen, or if you want to sprint from one point to another without tipping.

Signals



Signals 1



Signals 2

These commands are used to co-ordinate more precise manoeuvres by your soldiers combining button and real-time moves. After issuing a set of waypoint commands a wait signal can be set and then further waypoints set. When returning to real-time the soldiers will carry out the first set of orders and then hold position until the signal 1 or 2 command is given from the action menu.

Regroup

This command should be used at the end of issuing tactical orders in order for them to re-arm to being able to be controlled via voice command. A shield icon next to the soldier's portrait will indicate if he is still in tactical mode.

Delete



Delete Command: Deletes the last waypoint that was issued to this soldier. You can also delete waypoints by right-clicking on them.



Delete All: Deletes all of the waypoints that have been laid out for the currently selected soldier.

Options



Realtime: If you activate the realtime setting, all soldiers will begin moving through their waypoints while the tactical mode interface is still on your screen. You will be able to set new waypoints and perform the other functions available in tactical mode, and your soldiers will begin following your orders immediately.



Options: Di plays the game with the menu

Now that you know what all the buttons do, it's time to learn precisely how to set waypoints for your soldier.

Let's return to the example above, of the soldier heading to sprint past a dangerous corridor. After you open the tactical mode interface, left-click on the soldier you want to send across the path. He'll be framed by a blue box. On the tactical mode toolbar, select a Crouch pose, and the Eldon VR movement style, then right-click on a spot near the corridor. After the first waypoint is placed, you'll see a blue line extending from your soldier to the waypoint. This line lets you know where path that the soldier will walk to get to the waypoint; sometimes he'll need to walk around obstacles, and the path will be curved.

Once you have your first waypoint placed, you can prepare to place the second one, on the far side of the corridor. Switch the Pose mode to have your soldier Stand, then change the Motion to Sprint. You may also want to change his Mind setting to Passive, so that he ignores any incoming fire and gets to the next waypoint without slowing down. Right-click again on the far side of the corridor, and another waypoint will appear, with another blue line connecting it to the first waypoint.

If you want your soldier to cover the advance of your remaining troops, you'll need to get him into an appropriate position and alertness. Set up a third waypoint near the second waypoint, with your soldier set to Crouch or Low, and with a Mind setting of Aggressive. With these beliefs, your soldier will fire upon any enemies that may have followed him to the end of the corridor.

When you're ready to send your soldier on his way, deactivate tactical mode or enable the real-time toggle on the tactical mode toolbar. He will begin following the path to the first waypoint, then sprint across the corridor, then take up his defensive position. If you've exited tactical mode, it's important not to attempt to manually control the soldier unless it's critical; doing so will erase all of his waypoints.

Once a soldier has reached his final waypoint, he will automatically enter Guard mode. In this mode, he will retain the Pose and Mind settings of the final waypoint, but will not respond to verbal commands or hand signals from other soldiers. In order to exit Guard mode, switch the soldier to manual control and move him forward a few steps or issue the Back to Formation voice command.

Chapter 5: Multiplayer

Multiplayer Games

LAN games are multiplayer games played over a Local Area Network (LAN). A LAN is two or more computers connected directly to each other, such as computers in your home or office network.

Internet games are just that - games played over the Internet with other people.

Click on the Multiplayer Game - LAN or Multiplayer Game - Internet menu option to bring up the appropriate server browser and configuration options. The screens and options are, for the most part, identical for both LAN and Internet games.

Creating a Game

Before anybody can join a game, one computer must create a server. A server is the machine that actually runs the game, to which other computers connect. To create a server, click on the Create Server button. The screen is identical whether you are creating a LAN or full fledged server.



Enter a name for your server in the 'Port Name' box, and then choose your gameplay style in the box below. Use checkboxes to choose which maps you wish to play on in the list on the left side of the screen. On the right side of the screen are more options.

Server Internet

If this is an Internet server, check this box. For LAN games, leave it unchecked.

Dedicated Server

Check this box to make a dedicated server. Dedicated servers are faster, but cannot be played off from the same computer.

Maximum Number of Players

Set the maximum number of players allowed in the game.

Point Limit

In some games, this determines how many kills (points) must be made to win a round.

Round Time Limit

How long, in minutes, each round lasts.

Round Count

How many rounds will be fought before changing maps.

Preparation Time [S]

How long, in seconds, players have to reload their gear prior to beginning the game.

Respawn Time [S]

How long (in seconds) a player has to wait to respawn after having been killed.

Spawn Protection

How long (in seconds) a player is invulnerable after respawning.

Inverse Damage

When a player injures a teammate, this number is a percentage of damage that the offending player receives back.

Friendly Fire

This determines whether players can harm members of their own team.

Automatic Team Balance

Select this option to automatically assign players to teams to keep them balanced.

Allow 3rd-Person View

If checked, players can play in first- or third-person views. If not, unchecked, they are limited to the first-person view only.

Password

If you enter a password into this space, all players will be prompted for it before being able to join the server.

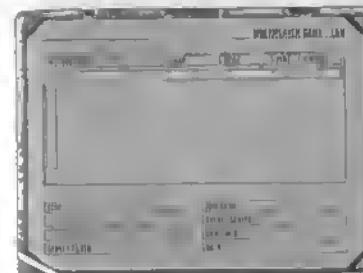
Port

If needed, this will allow you to specify what network port the game will use.

Note that not all options are available for all gamemode modes.

Joining a Game

To join a game that has already been created on a different computer, click on the Multiplayer Game LAN or Multiplayer Game - Internet menu option to bring up the server browser. Look for the game that you wish to join in the upper portion of the screen. To join a game, just click on Join Game. The other options are detailed below.



Update List

Restarts the list of servers and gets a newer, up-to-date list from Gamerspy or servers on a LAN.

Refresh List

This option refreshes the game information for all the servers in the list, such as ping and number of players.

Enter Server IP

This option allows you to join a specific game if you know the server's IP address.

Server Filter

Clicking on this option allows you to force the browser to display only games that meet certain conditions, such as a particular play style, a maximum ping, etc.

Join Game

Joins the game you have selected.

Create Server

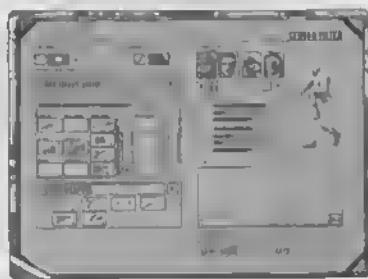
This allows you to create a new server as detailed in 'Creating a Game.'

Game Info

Click on this option to display more detailed information about the game you have selected.

Selecting your soldier and spawn point

Once you have joined a game, you will be presented with a soldier selection screen. Choose your soldier on the right, using the same roster and statistics as the single player game. On the left, choose your team and be set for battle.



Beware: Some games limit how long you have to choose your inventory. To speed things up, there are several common sets of gear that can be selected from the drop-down menu at the top. You can add additional pieces by dragging and dropping the gear you want into your inventory, and then clicking on Save Preset. You can also change the name of a preset by clicking on Recreate Preset, then Accept when you're done.

Depending on the mode of play, you will now either enter the game or be presented with a map. The map will list your objectives and have a number of circles marked as either Axis or Allied. These circles are called "spawn points," and are where you will enter the battlefield. Should you be killed, your chosen spawn point is where you will re-enter the game when the reinforcement timer runs down. Click on the spawn point you want to start at, and you will enter the game. You can change your spawn point while in game by clicking on a new one on the map. Good luck, soldier!

Multiplayer Modes

Hidden & Dangerous 2 Objectives

Enter the battle field as either an Axis or Allied soldier. Each side has objectives that must be completed to win. Be careful, though — once you die, you are out for the rest of the match. In addition to objectives, if one side completely eliminates the opponents, they achieve a victory.

Deathmatch

It is everyone for themselves in this mass combat. You have no allies, and victory is yours if you kill them. Whoever has killed the most when the round ends, wins. Alternately, you can win if you reach a certain number of kills (the "fracture") before anyone else.

Occupation

Join either the Axis or the Allies on the front lines of the war. You will be placed on a battlefield containing a number of strategic points marked with flags. Each flag that your side holds (marked with the map with your side's symbol) can be used as a spawn point.

The goal is to capture all of the flags, while preventing your opponent from capturing yours. To capture a flag, move near it. If there are no enemy troops nearby, a progress bar will appear showing how long it will take before the flag is captured. If you leave the area before the flag is captured, the progress bar will reset. Additional soldiers on your side that are nearby will increase the speed of the capture. Flags with no symbol are neutral; nobody owns them, and nobody can spawn at them. If the flag you are capturing is under enemy control, it will turn to neutral when the progress bar is half full. This means that it takes twice as long to capture an enemy-held flag as it does to capture a neutral one.

Playing Hidden & Dangerous 2 With Gamespy Arcade

To play Hidden & Dangerous 2 over the Internet via GameSpy Arcade, you should select the option from the main menu Program Files → Ion Software → Hidden & Dangerous 2 → Play Hidden & Dangerous 2 Online with GameSpy Arcade.

Advanced Multiplayer Commands

These are intended for advanced users only; please refer to the README file, which can be viewed from the Help menu Programs → Ion Software → Hidden & Dangerous 2 → README.txt.

Appendix 1: Tactics

Introduction

Listen up soldier! You might have just passed through the most rigorous military training program in the world, and you may have the best weaponry that Allied forces can produce, but all of that won't mean much when you find an enemy soldier in your sights for the first time. You have a lot of potential, but there's no way to predict what a man will do in his first combat situation. Unfortunately, the first mistake you make will usually be your last.

Happily, the following tips will help make sure you don't make that first mistake. In theory, taking this advice will help you conquer your enemies and complete your objectives, but when the bullet starts flying, theory is usually the first thing that goes right down. Be smart, and adjust to the circumstances particular to each of your missions.

Long-Range Exterior Combat

Exterior combat is combat that takes place in open country. Outdoors combat will usually give you from the element of surprise, allowing you to perform reconnaissance and long-range scouting before finally deciding where to make your move. Long-range fighting revolves around the use of rifles, either of the bolt-action variety (scoped and unscoped), or automatics, such as the M1 Garand. When you do decide to initiate combat, though, your gunfire will almost always prompt any non-sniping enemies to return fire, so be sure to provide your fellow soldiers with cover.

Movement

Moving across open ground is risky at best, and often it's highly dangerous. As a combatant, however, you've been specially trained in stealth movement, so you'll usually be able to spot your enemy and drop him before he's aware of you if present. Once you get a few missions under your belt, you'll have a pretty good idea of just how far those Axis soldiers can run.

Upright, standing movement is the quickest form of walking, but also gives your enemies a better chance to shoot at. As such, it's recommended only when the enemy is unaware of your presence, or if you desperately need to move to avoid incoming fire. If you're upright, you can sprint to evade fire, but you've got a 30-kilo load on your back, so don't expect to run too far before you get tired out.

Crouched movement is the best combination of mobility and safety when moving while exposed to enemy fire. Kneeling allows you to move at a decent pace, while reducing your profile so that enemies will be less likely to actually hit you.

A prone stance is best when you're engaged in activities that force you to remain still, such as a long-range sniper attack. You offer a greatly reduced target area to enemies, while retaining most of your shooting functionality. Lying prone is only recommended if you are sure that there are no enemies in your immediate vicinity; your forward aiming capabilities are greatly reduced while you are prone, allowing enemies to either easily approach you from behind or the side and quickly eliminate you.

Firing

Firing at an enemy will elicit various responses, depending on the weapon used and the environment. In an open environment where sound carries easily, the use of any kind of non-silenced weapon will likely alert all nearby enemies; in a dense jungle where rain is constantly falling, enemy soldiers are less likely to hear gunshots.

Sniper rifles: Sniping from a distance is the safest and most effective means of killing individual targets and weakening your enemy's main troop concentration. Since snipers have the advantage of a powerful scope, you should be able to see enemies well before being spotted yourself, so take the extra time to get into a safe, covered spot before opening fire. A sniper shot to the head or body usually results in an instant death, although headshots can sometimes glance off a target's helmet. See the Tactics section below for more info on sniping.

Rifles: Unscoped rifles are useful at medium range, due to their excellent accuracy and high calibre. Semi-automatic rifles are usually second in accuracy only to sniper rifle, while semi-automatics are fast shots themselves.

Submachine guns: Submachine guns are wholly unsuitable for long-range combat, due to their inherently low-calibre rounds, and their inconsistent spread of bullets.

Automatic rifles and machine guns: Automatic rifles, such as the P40, pose a potent mixture of volume and rate of fire. They are often the least accurate weapons your team will carry, however, which makes them more likely to scare opponents than kill them when firing from long range.

Pistols: If you're using a pistol at long range, then something is seriously wrong. Either swap out a larger weapon for a corpse, or hide and wait for your opponents to come to you.

Tactics

Advanced sniping:

Sniping begins with point targeting. Ideally, you should expose as little of your body to your enemy by taking down your first target. In more advanced, this will involve lying prone on a hill or a similar landscape feature so that only your head and your rifle are visible to your enemy; but in certain cases, you might find yourself kneeling or even crouching to fire out of a window.



The first thing you'll notice when you try to use a sniper rifle is the slight movement of the targeting reticle when you're attempting to target an enemy at long range. This movement is known as "scope drift", and is perfectly natural; you're not a machine, after all, and your hands are going to move a lot, which will affect your aim. The scope drift will thankfully be exclusive to the vertical axis. With practice, you should be able to counteract drift by moving your rifle up and down in the opposite direction of the drift.

Assuming you've kept a safe distance between yourself and the enemy, concentrate on opposing riflemen first, as they are most likely to actually hit you. Enemy snipers are especially troublesome, but at long distance, it's often difficult to distinguish between riflemen with scopes and those with primary optics. In many situations, the riflemen with the high ground can be considered a deadly sniper, and should be taken out first.

Operations of machine-gun emplacements and pillbox turrets should come next; though their weapons are not very accurate, their rate of fire gives them a good chance of hitting you eventually. After those opponents are eliminated, enemy machine-guns and anti-aircraft gun users should come next.

Snipers are deadly at long range, but are outmatched at medium and short-range combat. For this reason, you should assign one of your soldiers with an automatic weapon to guard you while you're sniping, since your first shot will often bring down a wave of enemy infantry on your head.

Combat near Buildings

Many of your missions will require you to fight in and around buildings. These structures add a new dynamic to the battlefield, in that you often won't see enemies until you're very close to them, and that your enemies are not above placing sniper and machine-gun emplacements inside or on top of buildings. Strategies that work well in open fields begin to break down after this new tactical element is added to the mix, you'll need to adapt your battle plan and proceed cautiously when approaching structures, while creating new battle tactics, such as ambushing and using gunnades to lure enemies into kill zones.

Movement

As with longrange combat, crouching is the best form of movement for combat near buildings. Walking is quick, but since you'll be engaging the enemy at close range, you'll need to be much more careful about the target you present. Lying prone is advisable when your team is pinned down in an exposed area; just be sure that no sudden movements are required on your part.

Firing

Fighting around buildings generally consists of a hodge-podge mixture of medium-range, close-range, and "up close and personal" combat. For this reason, versatility is key: your team will need both weapons with high accuracy, and weapons with excellent rates-of-fire.

Sniper rifles: Sniping, while not quite as useful as in open country, is still crucial when fighting around structures, if only to combat enemy riflemen who will attempt to pin you down from a distance. Snipers are also useful for reconnaissance around structures, especially when your team is faced with a building surrounded by open territory; use a sniper to scope out the windows along your approach vector to ensure that there are no enemies waiting to open fire. Sniping is your best bet with a dealing with enemies that have found cover, since soldiers with other weapons will have a hard time accurately placing shots on a small target.

Rifles: Semi-automatic rifles are perhaps the most useful weapons for combat that takes place in or the exterior of buildings, since they can be used to either fire single, accurate shots at mid-range targets, or to fire off an entire clip at enemies that get too close. Bolt-action rifles suffer from the same rate-of-fire problems as sniper rifles, but don't have the advantage of pinpoint placement at close range. Soldiers wielding bolt-action rifles should begin to consider switching up a weapon from a bolt to a semi-automatic rifle once they start fighting around structures.

Submachine guns: Submachine guns bring better coverage into their own when combat erupts around buildings. Across wide streets or airport runways, they will still not be accurate enough to take down enemies quickly, but let a twin-tube fire against a close-range enemy, the're aren't many weapons that provide the killing power of a submachine gun. You may want to use a submachine gun if you're leading your team; clear out any nearby enemies, then let one of your riflemen deal with the long-range threats.

Automatic rifles and machine guns: The accuracy problems of your heavy weapons are less important as you engage the enemy at closer range. Your machine guns and assault rifles will therefore become a vital part of your toolbox when fighting around buildings, if only because they are superb at laying down covering fire for soldiers who need to move across exposed areas, or as the basis of an ambush for eliminating enemies. They are best used for deliberate purposes, though, since they're a bit unwieldy compared to your submachine guns.

Pistols: Pistols are decent enough at very short range, but since many of your foes will be dashing M40's or other submachine guns, you should almost always have better alternatives to choose from.

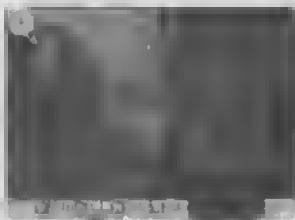
Tactics

Approaching a building:

When closing the distance to a building or moving between buildings and around structures, it's important that you'll know the precise location of your enemies. This is especially true with covering ground outside from a building's door: should you find yourself needing to fire at a distant foe, you may wind up alerting enemies inside nearby buildings, who will burst out of the doors and create a crossfire. If you find a relatively defensible position, you can attempt to lure enemies outside by firing shots near a building's door; this tactic works best when you have an unobstructed view of the area near the door, since even the computer opponents are adept at finding cover when they come under fire. Machine guns are excellent at mowing down soldiers as they exit a building.

Movement near buildings:

When your team is travelling near the exterior of a building, take advantage of the structures provide by walking alongside the wall. This will both eliminate the possibility of fire from enemies around the corner from the building you attach yourself to, and maximize your field of view around the corner of any adjacent buildings.



When you do reach a corner or intersection, you should always proceed as if there are still enemies waiting for you, until you're certain that there is no threat. As you approach a corner, keep your back against the wall and scan the area to ensure that it's clear. Look across the way first, if you don't see anyone, turn about if the corner and check the other side of your position. If you do spot an enemy on either side, fire the distance and swap out of your so does to perform the

Just because you can't see him doesn't mean you can't kill him:

Bullets can penetrate most weak materials. While you shouldn't expect to hurt anyone through concrete or cast iron through tent canvas, wooden walls, wooden floors, glass, and other similar building materials, it's difficult to get an exact read on an opponent before firing. This, obviously, you'll want to be using an automatic rifle or shotgun when you fire. If you shoot an anti-clip through the wall and hope you took your enemy down, then it's not necessarily time to kill; if you narrowly missed or "spun" it, you can expect him to turn around and be looking for you, especially when they're fired through materials, especially when you're shooting through solid wooden walls.

It goes without saying that this tactic can be put to excellent use when you're using heavy firepower. A tank or dozen-round machine gun can chew up the interior of a wooden building as thoroughly as any grenade could, and tank crews can also penetrate tents. Since these weapons often possess damage reserves, you can safely cover each building thoroughly with enough ammunition to spare for the soldiers walking around outside.

Interior Combat

Combat inside buildings is what separates the patient soldier from the dead soldier. It's slow and involves lots of elaborate cat-and-mouse games between hunter and hunted. The trick is survival, ensuring that you're the hunter.

Movement

Your primary concern when moving around inside a building is to keep quiet; keeping a low profile is also important, but will be less of a priority due to the short duration of most individual engagements. Crouched movement is still your best bet, though; a kneeling soldier who is moving forward will be much less likely to be virtually impossible to hear, which will help you sneak up on enemy soldiers.

It's possible not particularly useful, though, if you have another soldier holding an automatic rifle or machine gun who can cover an enemy's choke point.

Firing

If a weapon isn't automatic, it's not going to be useful. Keep in mind that semi-automatic rifles and pistols can be useful, but the weapon of choice for combat inside a structure is the submachine gun. Since you will almost always be engaging your enemy at point-blank range, you'll need the ability to pump off bullets in rapid succession, and submachine guns are perfect for this task.

Sniper rifles: Sniper rifles are rather useful in interior combat, due to their emphasis on rate of fire over accuracy. If you're involving a lot of windows with good sight lines on the surrounding terrain, however, you may want to shoulder your sniper rifle instead of dropping it. Windows and roofs are made for sniper rifle roosts.

Rifles: Both action rifles should be held red indoors, the delay between shots is long enough to ensure that you'll get a pretty good second chance. Semi-automatic rifles are useful when firing down long hallways, but they also suffer from small clip size.

Submachine guns: This is what you want when doing room-to-room. Submachine guns are the knife of interior combat, due to their impressive rate of fire and high rounds per clip. Their only drawback is that they need to be held and get a silenced mod from the inventory screen if you're in silent briefing mode for interior work.

Automatic rifles and machine guns: Narrow hallways and rooms are not ideal for these beasts, since they rely on a wide field of fire for projectile. If you can find a defensible spot, you can still use a prone soldier with an automatic weapon to set up a choke point or ambush zone.

Pistols: While a submachine gun is still preferable to a pistol when fighting indoors, you may find it useful when sneaking up on an opponent from behind. If you unload a full clip into an enemy, they're as good as dead, but be sure you have friendly cover, because you'll be defenseless while you're in

Tactics

Approaching, opening, and entering doors:

You'll need to learn how to approach and open a door if you want to stay alive inside a building. Since you can't open a door and aim a weapon at the same time, try aiming on the opposite side of a door will give a free shot at you after you open it. There are, however, a few tricks you can use to gain the upper hand on your foes, whether or not you know where they're located in the room beyond.

First, always assume enemies lurk behind a door, until you're sure they don't. Approach a door as slowly and silently as possible; enemies can hear your footsteps through doors, and if you let them know where you are by moving too loudly, they'll usually either come out looking for you, or wait in the room with their rifle pointed at the door.

When you reach a door, and are preparing to open it, move as far to one side as possible, preferably to the handle side of the door. Door hinge sides are usually located closer to the corner of a room than their handle sides; this means that when you stand near the handle of a door while it's opening, you'll be less likely to be within view of an enemy afterwards.



After a door has been opened, you should be able to peek inside it, either by moving around in the third-person viewpoint, or by having your soldier look around the corner if there are enemies inside. Shooting them while your soldier is leaning in is a efficient way of eliminating them. You can also throw in deflagrating (blue orange) grenades by bouncing them off a wall; just make sure you're ready with a weapon in case another soldier dies to avoid the grenade by running into the hallway you occupy.

And finally, don't be afraid to unload a few dozen rounds! I storm through a door if you suspect an enemy is on the other side, or if you spot a door opening up.

Room clearing:

In large buildings, you'll need to proceed room by room, clearing out all of the enemies in your path to ensure that none of them take you by surprise from behind. This is often a fairly straightforward task, but in the more labyrinthine structures, it can be fairly difficult to ensure that all of the rooms you've encountered have been cleared.

It helps to find hallways and clear all of the adjoining rooms one by one, checking each room as you proceed, and only heading back to the hallway when you've eliminated all the enemies in each room.

This can help keep you oriented while you're inside a large structure, since you won't have detailed maps for the interiors of the buildings you enter.

One key tip for moving throughout large buildings is to close doors behind you as you move ahead, and listen for the sounds of doors opening and closing around you. Keeping the doors closed behind you will lower the probability of an enemy sneaking up behind you. If you stay alert and listen for the sounds of doors, perhaps after firing off a shot or two, you should be able to determine from which direction your enemies are approaching, and perhaps hastily set up an ambush with your automatic weapons.

Stop and listen:

The key to locating your enemies in interior warfare is listening, not seeing. Given the tiny field of view afforded to you while indoors, you'll need to keep an ear out at all times to locate your enemies. Listening for footsteps is especially useful, since you'll be able to tune in on the location of an enemy and tell whether he's headed in your direction or not. Keep in mind, however, that many of your enemies will not make any sound, whether because they're standing or sitting in one place, or because they suspect your presence and are creeping about silently themselves.

It's quite possible, and often desirable, to eliminate your enemies without exposing yourself to fire. The most obvious way to do this is to use deflagrating (blue strap) grenades, which can be safely (relatively speaking) bounced off of walls to reach areas otherwise out of sight. Enemies will attempt to avoid the blast, though, so you may find yourself being off with an enemy soldier as they run away from the grenade. Since it takes a second to switch from a grenade to your normal firearm, you'll want to have one of your fellow soldiers take up a supporting position nearby before you chuck your grenade.

Vehicular Combat

Although you'll be using footpower to make your way across most terrain, you will run across vehicles on the battlefield. If the vehicle is unoccupied, you and your teammates can appropriate it for your own uses by entering it and driving off. (See Chapter 3 for details.) If an opponent occupies a vehicle, however, you will usually want to destroy it before it's used to destroy you.

Vehicles can be divided into two categories: armoured and non-armoured. Non-armoured vehicles are susceptible to small-arms fire, such as that from your submachine gun, while armoured vehicles will usually require heavy fire power to destroy.

Non-armoured Vehicles

None of these vehicles are particularly hard to destroy. Automobiles will go the job nicely when aimed at the engine block. You can also shoot out a vehicle's tires if you want to slow it down a bit, but this won't neutralize the offensive capabilities of the vehicle.

Automobile: This is an enclosed vehicle that can be used for transportation only. Your soldiers will not be able to fire out of the vehicle, so be very careful when driving near enemies. Don't forget that you can run enemies over if you're in a tight spot.

Motorcycle: Motorcycles come with an armored screen, so that 100 soldiers will fit inside. You're very exposed while riding in one of these, so you will want to stay far away from your enemies while driving.

Jeep: Jeeps have seats for a driver, two passengers, and one machine-gunner, who will utilize the machinegun mounted on the jeep's chassis. The passengers in the rear seats can fire across the vehicle, but again, all of your soldiers will be very exposed. You can see the machine-gunner's track rounds to home in on your target from a great distance away; however, if a jeep doesn't possess a rocket gun, the forward passenger will only be able to use his regular weapon.

Truck: Trucks are up there rated at having the least weaponry, so be careful when using these vehicles near enemies. Soldiers in the back of the truck can fire out of the rear. Enemies can penetrate the windshield of the truck, so you might want to run directly towards any hostile soldiers. If you spot an enemy truck driving around, it should wind up high on your list of priority targets; if you manage to destroy it while it's still in transit, you'll destroy all of the soldiers inside as well.

Mobile Flak: Mobile flak vehicles are simply flak guns mounted on a truck chassis. You'll have space for all four of your soldiers, but they will all be relatively exposed, so you'll want to use the flak cannon to fire on your enemies from afar, before they can get a bead on your truck. You're best off using a scout or bombardier with this vehicle, send one of your drivers a bit ahead of the mobile flak unit to sweep around for enemy soldiers, so that you're always prepared for what is coming. This is especially important when moving around corners.

Armoured Vehicles

Armoured vehicles are very difficult for you to deal with. If possible, you better just wait for them. Should you have to destroy them, however, you'll need to resort to the heavy firepower, such as a rocket launcher or anti-tank mine. (See "Is it Expensive?" below.)

Armoured Personnel Carrier: The machinegun in the top of an APC is its deadliest feature. Like the gunner is exposed to fire, so take him down first so that major damage with a rocket launcher can get close enough to blow the vehicle to shreds.

Tanks: Tanks possess both a machine gun and a turret that fires anti-aircraft weapons, so eliminate your team with a second, so your first task when you encounter a tank is to flank it or get behind it. If a tank is approaching you straight on, find cover; the machinegun on a tank is twisted to the front side, and it has a decent arc of fire, so you'll want to be out of sight when it comes rolling past. The turret, however, can swing in a 360-degree arc, so be sure to start running when it begins retreating towards you.

There are a few different ways to eliminate a tank, the most common of which is to use a rocket launcher. Bazookas are usually available in the inventory, even before a mission in which you may face off against a tank; if you have a soldier with a high carrying capacity and an empty shoulder slot, bringing along a bazooka and a few extra rounds may make any tank encounters that much more difficult. German rocket launchers are called Panzerfausts, meaning "tank fist." These are one-use rocket launchers, and are not available from the inventory screen. ("I'll need to find a German armoury, or pick one up from a dead soldier.")

Tanks are susceptible to rocket fire, but are heavily armoured on their front... etc. Your best bet when attempting to destroy a tank is to aim at its rear or flank sides. If you manage a direct hit on its tracks, you may be able to prevent it from moving.

Anti-tank mines are another obvious weapon to use against a tank, but they're a bit more difficult to use than other weapons, due to the need to accurately predict the path that a tank will travel. If you observe a tank patrolling in a set course, then a mine or two on its path will end its destruction the next time it rolls around. On the other hand, if a tank is not moving or is searching for you in party members, then good place to set a mine is on the side of tank with from the corner of a structure. After you've set a mine, get the tank's attention by shooting it, and then retreat and the side of the structure. If it follows you in a direct course, as it usually will, it will hit the mine and be destroyed.

Play cautiously and mobile flak vehicles can be used to destroy a tank. There isn't much strategy involved here; just get behind the tank and start blasting away. If the tank begins to turn, find some cover and attempt to approach from an angle for.

Finally, if you can eliminate over a tank of your own, you can return on by getting on my tank like it's been. Reload time is extremely long for a tank's main turret, though, so be sure your friend hits the target.



Using Explosives

There are a number of explosive devices available in Hidden & Dangerous & Most Dangerous. Most explosives are safe and peaceful when used. It's all too easy to accidentally kill yourself or your teammates when you handle an explosive device improperly.

Grenades: Grenades come in two varieties. The first has a contact detonator upon impact with the surface after you throw it, it will immediately explode sending out shrapnel in all directions. Allied grenades with a red stripe have contact detonators, as do Japanese grenades. These are best used in open terrain. The second type has an electronic timer, and will explode a few seconds after you pull the pin. Allied grenades with a thin strip are timer grenades, as are the German Stielhandgranate. These are suitable for indoor combat, and you can throw them in doorways and around corners. When you wield a grenade, your primary attack key will result in an overhead toss for long range, while a secondary attack will result in an underhand toss for precision targeting at closer range.

Dynamite and Explosives: Since your team will be advancing behind enemy lines, you will often come across vital Axis support assets, such as fuel tanks. You can use dynamite or smoke charges to destroy these objects, or indeed any object with an appropriate spot for your explosive to hit. You'll know these objects when you see them, since all of them will possess a glowing red target spot for your explosives. In order to use your dynamite or smoke charge, simply target the red spot, use it, and select the option to place your dynamite. The timer on these explosives will generally be only 15 or 20 seconds, so run like hell as soon as the charges are in place.

Mines and Anti-Tank Mines: Anti-personnel mines can be laid almost anywhere, but they are obviously best used in areas where there are high levels of infantry foot traffic, such as immediately outside doorways. The concept is simple: cycle through your weapons until the mine is in your hand, and then press the attack key to lay it at your feet. When no one steps on the mine, that's it, it's a dud. When a mine is placed, a small metallic trigger will poke up from the ground to remind you where you've set your trap.

Anti-tank mines are set in similar fashion, but are intended to target vehicles, not infantry. A single mine will usually be sufficient for even a heavy tank, but if the track is running it in the tank's path without a hitting shot. Your best option is to either narrow the tank's path, or attempt to lure a tank onto your mine via gunfire and evasive manuevers.

Rocket Launchers: Rocket launchers, more than any other weapon, require practice to use effectively. When fired, the shells travel in a parabolic arc, which requires you to tilt your rocket launcher above your target and hope that you correctly calculate the parabola of the projectile's path. Since ammunition will usually be limited, and a misfire will usually result in enemy tank to your position, you're going to want to know that you can hit your target in a vertical fashion. With your will to practice firing the rocks, launcher looks you find yourself face to face with a tank.

Rockets launchers require you to be shooting before you can fire them. The blast area is fairly large, so be sure you're at least ten to fifteen meters from your target before you let a rocket loose. Also, be aware none of your teammates are behind you when you fire; rocket launchers have a terrible backblast, which will decimate anything within a few meters of your rear.

Appendix 2: Locations

There is a real war being fought in this a "World War". It is being waged on every continent, in every environment on the globe. This appendix is designed to give you the perspective in the field, an overview of the geographical, political, and strategic situation in the various theatres that you may be called upon to operate in.

Norway (~March, 1941)

Norway is a nation in the northern portion of the continent Europe, north of Norway (and Germany) and west of Sweden. Norway has thousands of kilometers of forested hills with numerous ports. Much of the landscape is glaciated, with many mountainous and featureless valleys. Arctic tundra becomes prevalent to the north.

Norway's position in the North Atlantic makes it strategically important to the German Navy. Norway had taken a position of neutrality early in the war, and its tiny army was completely unprepared when, in April of 1940, Hitler sent his armies to conquer the country, receiving help from the traitor to the Norwegian Foreign Minister, Vidkun Quisling. The Norwegian Army fought valiantly, even driving the Germans out of the port of Narvik, but the cause was hopeless, and Norway accepted an armistice on June 9, 1940. As of March 1941, the Germans still hold Norway in a tight grip.

North Africa (~November, 1942)

North Africa is a region that includes a number of individual countries, including Libya, Egypt, Ethiopia, Algeria, Morocco, and others. The terrain and environment vary from region to region, including some areas in the north with climate reminiscent of Italy and the northern Mediterranean. Most of the area, though, is arid, barren deserts, with blowing sands and little shade or cover.

Africa was never part of Hitler's act of conquest, but Mussolini has other ideas, thinking to invade the French and British colonies there and create an Italian empire around the Mediterranean. When Italy's invasion began to go bad in late 1940 and early 1941, Hitler sent in General Erwin Rommel, called "The Desert Fox", to clean up the mess. Rommel landed in Tripoli and advanced rapidly as far as Tobruk, at which point Allied forces were able to break his advance. As of November of 1942, General Bernard Montgomery has pushed back again. Rommel, fearing him into a retreat at the receipt word of El Alamein. The battle of North Africa did not win, but the Allies have turned

Burma (~July 1943)

Straddled in Southeast Asia between China and India, Burma is a broad, heavily forested land surrounded by rugged highlands. It is a hot, humid tropical region subject to heavy rainfall through most of the spring and summer months, and long dry periods during the winters.

Burma is the main route between the West and Southeast Asia. China, a route sometimes called the "Burma Road." With Japan's control of the shipping routes to the east of China, it becomes the most important route. The tanks need to use Chinese air bases in order to launch strikes at the Japanese home land, and the Chinese allies need supplies. In May of 1944, the Japanese captured Burma

As of July 1943, there is no hard plan in place to despatch Berlin, and the allies aren't completely certain if and the Japanese are digging in the country's interior.

Austria (~September 1943)

Austria is a small country with the misfortune to have been located between Hitler's Germany and Mussolini's Italy. It is a small, mountainous country, tapering off in sloping hills in the north and the east. Austria has cold winters and mild summers, with rain in the lowlands and snow in the mountains.

Wedged between two Axis countries, Austria was the first country to fall to Adolf Hitler's schemes for world domination, although it fell more through political chaos and treachery than it did through conventional warfare. In any case, Austria has, for all practical purposes, been a part of Germany since the spring of 1938.

Northern France (~May 1944)

Prance lies, as you know, just across the English Channel from our own country. It is north of Spain, which remains largely involved in the current war, and also borders both Germany and Italy directly. It is a country of plains, fields, and gently rolling hills (although it is mountainous to the west). Cool summers and mild winters combine to make Prance a generally comfortable place to be.

Prance fell early in the war as part of Hitler's initial blitzkrieg, forming the remaining French administration into a collaborationist government in the town of Vichy. The entire northern half of the country is under direct German control. The Axis leaders know that Britain will be the staging ground for an invasion of the continent by the Allies sometime soon. They often believe that the invasion will take place in Prance, but they are unsure where, and their forces are spread out all to cover a massive amount of coastline in northern Prance. Hitler knows we are coming. We'd hate to disappoint him.

Czechoslovakia (~May 1946)

Czechoslovakia is a country dominated by forests, plains, plateaus, and rolling hills. Czechoslovakia enjoys cool summers, but wet winters. It is a strategically located country, situated astride some of the most important land routes through Europe.

Sitting in the middle between Austria and Germany, Czechoslovakia made an obvious early target for Hitler. The Czechoslovakian army was no match for Hitler, and the only countries willing to defend Czechoslovakia (Prance and the Soviet Union) were prevented from doing so by Poland and Romania. In 1938, in an attempt to avert the threat from Germany, Czechoslovakia gave up the German-populated Sudetenland. Six months later, under threat of an incomparable invasion that would have devastated the country, the rest of Czechoslovakia was surrendered to Germany without a shot being fired.

Czechoslovakia has remained in German hands since that time. Now that the war in Europe draws to a close and Hitler has been exiled in Berlin, reports have come in of the Czechoslovakian citizens, with the backing of the Soviet Union, rising up against the German troops remaining in the area.

Appendix 3: Weapons

Light Weapons

Light weaponry consists of your basic combat knives, pistols, and revolvers. Combat knives are used largely in hand-to-hand combat, after a soldier has run out of ammunition, or when stealth is of the utmost importance. The difference between a semi-automatic pistol and a revolver is that a semi-automatic pistol is magazine-fed, while each shot in a revolver must be loaded individually.

Colt 1911



Used by	USA
Type of Manufacture	Colt
Weight	1 lbs (0.45 kg)
Range (m)	5
Capacity	7 rounds (11 available)
Accuracy	Good
Rate of Fire (RPM)	100
Base of Fire (RPM)	100
Maximum Velocity	450 ft/s (137 m/s)
Weapon Type	Pistol

Enfield .38



Used by	Great Britain
Type of Manufacture	UK
Weight	2.5 lbs (1.13 kg)
Range (m)	20
Capacity	7
Accuracy	Good
Rate of Fire (RPM)	10
Base of Fire (RPM)	100
Maximum Velocity	450 ft/s (137 m/s)
Weapon Type	Revolver

Parabellum P08 (Luger Parabellum P08)



Invented as part of a Luger design, it was chosen, first, by Austria, which meant it's name, later, became "Austrian". When the German Army adopted it, they called it "Walther". German Luger Parabellum P08 adopted by the German Army in 1908. And over 200,000 of them were used during World War I. Then, in the German Navy, and the rest of the Luger Parabellum, it became the most used.

Spec ID	Information
Date of Manufacture	1908
Weight	100 grams
Length (in)	10.6
Barrel	10mm
Magazine Type	Box Magazine
Rate of Fire (RPM)	N/A
Maximum Velocity	1000 ft/sec
Weapon Type	Pistol

Taisho 14



Invented by general Kyoro Nambu, during the reign of the Taisho emperor, the Taisho 14 visually resembles the Luger Parabellum, though its inner workings are quite different. The Taisho 14 was invented around 1926 in order to replace a previous pistol by general Kyoro Nambu and was used by the Japanese Army as their standard sidearm during World War II, as well as the pre- and South-East Asian campaigns. Unfortunately, the ammunition used by the Taisho is actually inferior to that used by the sidearms of the other major powers at the time of World War II.

Spec ID	Information
Date of Man. / Nature	1926
Weight	100 grams
Length (in)	10.6
Barrel	10mm
Magazine Type	Box Magazine
Rate of Fire (RPM)	N/A
Maximum Velocity	1000 ft/sec
Weapon Type	Pistol

Tokarev (Tokarev TT-33)



The TT-33 was a modification done in 1933 on the TT or Tokarev, rifle, which was manufactured in 1930. With the lockless mechanism, it is relatively similar to the 1911. The TT-33 is a recoil-operated, lockless handgun. The Tokarev TT-33 was the primary sidearm of the USSR, as it was manufactured by many eastern European countries, including Czechoslovakia, Bulgaria, and North Korea.

Spec ID	Information
Date of Manufacture	1933
Weight	100 grams
Length (in)	10.6
Barrel	10mm
Magazine Type	Box Magazine
Rate of Fire (RPM)	N/A
Maximum Velocity	1000 ft/sec
Weapon Type	Pistol

German Fighting Knife



When you run out of gunpowder, the combat knife can be your friend. Knives were used in WWI for both hand-to-hand combat and for clearing the throats of unsuspecting people when the combatant was attempting to be silent.

Spec ID	Information
Date of Manufacture	N/A
Weight	100 grams
Length (in)	10.6
Barrel	N/A
Magazine Type	N/A
Rate of Fire (RPM)	N/A
Maximum Velocity	N/A
Weapon Type	Knife

Fairbairn-Sykes Dagger



When silent operations are absolutely critical or when you simply run out of ammunition, the combat knife can be your friend. Knives were used in WWI for both hand-to-hand combat and for clearing the throats of unsuspecting people when the combatant was attempting to be silent.

Spec ID	Information
Date of Manufacture	N/A
Weight	100 grams
Length (in)	10.6
Barrel	N/A
Magazine Type	N/A
Rate of Fire (RPM)	N/A
Maximum Velocity	N/A
Weapon Type	Knife

Medium Weapons

Medium weaponry consists of rifles and submachine guns. While they do not weigh as much as the various light machine guns or rocket launchers, they are also more powerful than the light weaponry, and can be much more accurate and easy to fire than either at a distance.

Rifles used during WWII can be divided into two different categories, bolt-action and semi-automatic. Bolt-action rifles refer to rifles that require manual operation of the breech bolt, or simply bolt, between each shot. Earlier bolt-action rifles were single shot, but in the mid 1870s bolt-action rifles began to be magazine fed. By the time WWII rolled around, magazine fed bolt-action rifles were a common item, and were largely used as the standard issue infantry firearm. Optics were also often mounted on bolt-action rifles, allowing them to be used as sniper rifles. Semi-automatic rifles are rifles that do not require a manual reloading after each shot fired, utilizing a portion of the energy that is generated from firing a round. The difference between a semi-automatic rifle and an automatic rifle, or assault rifle, is that each press of the trigger on a semi-automatic rifle will shoot only one round, while an automatic rifle will continue firing until the magazine is empty. Some bolt-action and semi-automatic rifles are classified as carbine rifles, which means that they have been lightened, with shorter barrels and, often, they fire smaller rounds.

Submachine guns didn't see serious use until WWII, yet their initial manufacture started in 1816. While they are not as large as a rifle, they are larger than a pistol, allowing for a high rate of firepower with a relatively short range. Typically each platoon would have several troops armed with submachine guns.

Arisaka Meiji 38



From 1890 to the beginning of World War I, when it was discontinued in 1910 in favor of the Type 30, the bolt action Arisaka Model was the standard Japanese rifle. During World War I, it was produced and shipped to France. The Type 30 used the Arisaka Model's design in service until the end of the war. Due to a model due to come over the hill, the creation of the Arisaka Model was taken notice and given to Arisaka. That said, while the Arisaka Model was not as powerful as some of the rifles used by the allied nations, the rifle was built long and its action was based upon the Mauser design, which meant that it had very little recoil and was very accurate.

Used by	Japan
Date of Manufacture	1890
Length	4015 mm
Weight (kg)	9.0
Barrel	700 mm / .308 in
Rounds per Clip / Magazine	5
Rate of Fire (RPM)	N/A
Maximum Velocity	2,000 ft/s / 747 m/s
Weapon Type	Rifle

De Lisle Commando Carbine



After World War I, Sir H. G. de Lisle of Scotland was an engineer trying to re-invent his career. Work was begun on the De Lisle Carbine, a totally bolt rifle for use in close-quarters combat. While it is noted mainly several experiments designed in the 1920s, a version developed in U.S. ARP that used the barrel and magazine of a M1911A1 and the stock and action of the Garand Model #3. This rifle was eventually used.

Used by	Great Britain
Date of Manufacture	1940
Weight	2.75 kg grams
Length (cm)	900
Caliber	0.303 (.118 inches)
Rounds per Clip / Magazine	7
Rate of Fire (RPM)	N/A
Maximum Velocity	850 ft/s / 747 m/s
Weapon Type	Rifle

Karabiner 98K



The Karabiner 98K is a manually-operated magazine fed bolt action rifle. The magazine of the Karabiner 98K was a two-row, five-round, tubular bolt magazine with a detachable floor plate that could be loaded by stripping clip, or by filling the magazine one round at a time manually. The Karabiner 98K was a redesign of the original Karabiner 98 that was made in 1936, and the Karabiner 98K stayed in production until 1945.

Used by	Germany
Date of Manufacture	1898
Weight	3.67 kg grams
Length (cm)	1,090
Caliber	0.82 in (.210 mm)
Rounds per Clip / Magazine	5
Rate of Fire (RPM)	N/A
Maximum Velocity	2,450 ft/s / 747 m/s
Weapon Type	Rifle

Enfield Mk. 4 (Lee-Enfield MK 4)



The Lee-Enfield MK 4 was an evolution of the original Lee-Enfield rifle from before WWI. Many improvements were made, and in 1914 the Lee-Enfield MK 4 was released. Soldiers that used the Lee-Enfield MK 4 were trained to fire roughly three times faster than the Lee-Enfield MK 3, which was incapable of firing 30 rounds while in a minute, which was so fast that some German soldiers would claim that they were under continuous fire. There was a direct version of the Lee-Enfield MK 4 made during WWII that was equipped with telescopic optical scope mounts.

Used by	United Kingdom
Date of Manufacture	1914
Weight	4.14 kg grams
Length (cm)	1,650
Caliber	0.303 (.118 inches)
Rounds per Clip / Magazine	5
Rate of Fire (RPM)	N/A
Maximum Velocity	2,000 ft/s / 747 m/s
Weapon Type	Rifle

M1 Garand



The M1 Garand was adopted on January 24, 1936 by the US Army. Interestingly, the M1 Garand - despite being at a relatively low level of production early on in production and, in 1941, the gun was deemed to be too light to be ready to use. Also, as a result of the original M1 Garand, a new carbine was developed to accommodate the new gun, and an additional estimated 4 million M1s were produced during WWII. Over 100,000 copies of the M1 Garand, which had a unique scope attached, 1941, its modification was not ready to the rifle in 1941, after its initial redesign.

Land By	USA
Date of Manufacture	1941
Weight	4.513 grams
Range (meters)	100
Caliber	0.308 (7.62mm)
Magazine Type (Clip Magazine)	5
Date of Fire (RPM)	10 A
Maximum Velocity	820 ft/sec (24.9 m/s)
Weapon Type	Rifle

Springfield (M1903A3 / M1903A4 Springfield)



Winchester, 1903 was originally produced for the Spanish-American War. It started development in 1900, it was not until 1903 that the Springfield Armory was built. Springfield's first rifle, and they remained the standard until 1942. The M1903A4 was released shortly thereafter, however, the iron sights replaced with M1938's L-shaped, and placed higher, and afterward the M1903A3 remained the service until the late 1940s.

Land By	USA
Date of Manufacture	1903
Weight	old 4 pounds
Range (meters)	400-450
Caliber	0.303 (7.7mm)
Magazine Type (Clip Magazine)	5
Date of Fire (RPM)	10 A
Maximum Velocity	700 ft/sec (21 m/s)
Weapon Type	Rifle

M1 Carbine



In 1941, the US Army requested a short, compact rifle with a folding handlebar for the combat troops behind the lines. Initially the road was to have a weapon that would be easier to train soldiers to fire accurately with the M1 Garand, while still using a medium caliber (.30). That eventually, however, the rifle that was developed by the M1 Carbine was a round-bore bullet rifle. The barrel length was increased to approximately 200 meters, and not only is the bullet relatively large, leaving a larger bullet hole, but also a 0.45 ACP round that was shot by the M1. At all times, the range of the M1 Carbine was not available to penetrate even the 1/4" steel plate with one bullet shot, due to its size, the M1 Carbine worked excellently in jungle and urban terrain because it could be fitted with bayonet. As described, it was indeed a highly successful rifle.

Land By	USA
Date of Manufacture	1941
Weight	3.21 grams
Range (meters)	100
Caliber	0.30 (7.62mm)
Magazine Type (Clip Magazine)	10
Date of Fire (RPM)	10 A
Maximum Velocity	1000 ft/sec (30.5 m/s)
Weapon Type	Rifle

Mosin-Nagant (Mosin-Nagant M1891/30)



The Mosin-Nagant rifle, also known as the Vz. 1891 Mosin, was developed by Captain of the Imperial Russian Army Nikolai M. Nagant and a Belgian designer, F. Nagant. The first of 400 was an experimental model built by him. The original Mosin-Nagant was originally developed in 1891 and, between then and 1944, the Mosin-Nagant went through several redesigns, and it is obvious that was used both in the infantry and on the battlefield. It was known as the M1891/30, and was produced in 1930. Like the M1 Garand, the M1891 Nagant is an internal-gas-pressure pistol rifle.

Land By	Russia
Date of Manufacture	1890
Weight	4.11 kilograms
Range (meters)	100
Caliber	0.308 (7.62mm)
Magazine Type (Clip Magazine)	5
Date of Fire (RPM)	10 A
Maximum Velocity	700 ft/sec (21 m/s)
Weapon Type	Rifle

MP 40



The MP 40, designation 7.92 mm MP 40, was a relatively simple and inexpensive weapon designed by a German company, Mauser, and was a refinement of the MP 38. One of the better features of the MP 40 was a mechanism that reduced the rate of fire, which helped the operator maintain control of the weapon when firing. The only serious drawback to the MP 40 was the lack of a hand guard at the front, which could be felt in the receiver during their handle.

Used By	Germany
Date of Manufacture	1940
Weight	4.910 pounds
Range (M)	110
Caliber	9mm (9x19)
Rounds per Clip/Magazine	30
Rate of Fire (RPM)	600
Maximum Velocity	1,250 ft/s (380 m/s)
Weapon Type	Submachine Gun

Spagin (PPSh-41G Spagin)



Produced in massive quantities in their millions, the PPSh-41 was one of the primary weapons, and machine guns, of the Soviet Red Army during WWII. The PPSh-41 is a blowback-operated selective fire machine rifle. Both accurate and having a relatively long range, when compared with other submachine guns. The PPSh-41 was developed by Georgii Spagin, and, as its name, the PPSh-41 is often referred to as the Spagin. In the end, the PPSh-41 was so popular that the design was exported to numerous countries, as well as being copied by the Germans.

Used By	Soviet Union
Date of Manufacture	1941
Weight	6.610 pounds
Range (M)	190
Caliber	7.62x25mm
Rounds per Clip/Magazine	71
Rate of Fire (RPM)	600
Maximum Velocity	1,650 ft/s (500 m/s)
Weapon Type	Submachine Gun

M1 Thompson



Initially, the Thompson submachine gun appeared in 1918 and, since then, the weapon has undergone numerous revisions. One of the threats that set the Thompson apart from other submachine guns is that while most are made to be an inexpensive and possibly the Thompson was designed to be a truly high-quality weapon. That said, it had a relatively short effective range, was expensive to manufacture, and weighed more than others, such as the Sten Gun. Fortunately, however, the Thompson used a larger, more powerful round, the .45 ACP, as opposed to other submachine guns used during WWII.

Used By	USA
Date of Manufacture	1942
Weight	4.910 pounds
Range (M)	110
Caliber	9mm (9x19)
Rounds per Clip/Magazine	15
Rate of Fire (RPM)	700
Maximum Velocity	1,000 ft/s (305 m/s)
Weapon Type	Submachine Gun

PPS - 1943



The PPS-1943 is a digital assault body with built-in only low backfire. The fire is approximately 250 meters. The addition of a folding metal butt stock allows the PPS-1943 to further reduce its size for transport or when carried by a soldier. The PPS-1943 solved it as a answer to the problem that were posed by the PPSh-41, specifically the size and weight of the weapon. The PPS-1943 also had a reduced rate of fire, as compared to the PPSh-41, which made managing it easier.

Used By	USSR
Date of Manufacture	1943
Weight	5.880 pounds
Range (M)	190
Caliber	9mm (9x19)
Rounds per Clip/Magazine	30
Rate of Fire (RPM)	600
Maximum Velocity	1,600 ft/s (488 m/s)
Weapon Type	Submachine Gun

Sten gun Mk. 2



In addition to being one of the first, the Sten gun Mk. 2 was only about 80 to manufacture. Fortunately, however, the gun could stand and relatively high rate of fire—approximately 600 rounds per minute—provided an exceptional amount of stability. The only real downside was only enough for about 100 rounds per clip, as opposed to the Sten Mk. 1, which had more than 400. It was produced

Used By	Great Britain
Date of Manufacture	1942
Weight	3.610 pounds
Range (M)	170
Caliber	9mm (9x19)
Rounds per Clip/Magazine	30
Rate of Fire (RPM)	600
Maximum Velocity	1,000 ft/s (305 m/s)
Weapon Type	Submachine Gun

Sten gun Mk. 2 (with silencer)



The Sten gun Mk. 2 with silencer is very simply the same as the Sten gun Mk. 2, with the only difference is that it allows the muzzle or body to absorb sound and slightly reduces the rate of fire of the weapon, while greatly reducing the noise. All the gun parts are

Used By	Great Britain
Date of Manufacture	1942
Weight	3.610 pounds
Range (M)	170
Caliber	9mm (9x19)
Rounds per Clip/Magazine	30
Rate of Fire (RPM)	600
Maximum Velocity	1,000 ft/s (305 m/s)
Weapon Type	Submachine Gun

Heavy Weapons

Requiring both hands to hold, the heavy weapons available to soldiers include various light machine guns, anti-tank weapons, and one of the first assault rifles ever produced.

Light machine guns, while significantly heavier than submachine guns, are able to fire rounds that are significantly more powerful, more like the rounds that are often fired from the various bolt-action rifles, often with significantly more rounds in each magazine. Due to their rate of fire, and the power of each round, light machine gun often need to be fired from the prone position, steadied by a small frontal bipod.

The anti-tank weaponry available consists of the standard issue U.S. M1 Bazooka and the German Panzerfaust. As with the light machine guns, shoulder-launched anti-tank weaponry is quite heavy, especially in the case of the Panzerfaust, which is a one-shot weapon. Nonetheless, the damage this anti-tank weaponry is capable of causing is far greater than the damage caused by other heavy weaponry.

Last but not least, the one true assault rifle available is the German MP44, which came out shortly after a Soviet variant made by Pedrov, and the German MP43. As with all assault rifles, the MP44 is designed as a CQB (Close Quarter Battle) weapon, and uses rounds more powerful than most submachine gun, yet still less powerful than many rifle rounds.

BAR (BAR M1918)



Manufactured at the end of WWI, the first version Auto-Ordnance, or BAR, was originally intended to be carried and fired from the hip, or from the shoulder or from the hip, while traversing the urban environment. Unfortunately, due to the weight being twice as heavy as an M1 Garand, the BAR had to be fired with a bipod, and by the time WWII rolled around it proved to be a reliable light machine gun. The BAR was used for many years and, in the end, ceased to be used only because it could not be quadrupled effectively with new ammunition.

Feature	Value
Date of Manufacture	1918
Weight	10.9kg (24lb)
Length (cm)	105.5
Caliber	7.62mm (.303 inch)
Round per Clip / Magazine	30
Rate of Fire (RPM)	300
Maximum Velocity	820m/sec (2690ft/sec)
Weapon Type	Light Machine

Bren Gun



The Bren is a light machine gun that was equipped with 30-round magazines, though it was continually only loaded 28 rounds to ease tension on the springs. Those who carried a BREW gun on the front line also carried with them a very essential kit to ensure that the BREW gun was kept in operation. The kit would contain spare parts and other maintenance equipment. Originally the BREW gun was of Czechoslovakian manufacture.

Used By	Great Britain
Date of Manufacture	1937
Weight	10.9kg (24lb)
Length (cm)	101
Caliber	7.62mm (.303 inch)
Round per Clip / Magazine	30
Rate of Fire (RPM)	300
Maximum Velocity	820m/sec (2690ft/sec)
Weapon Type	Light Machine

Degtyarev DP 1928



Developed during 1927, with production starting shortly thereafter, the Degtyarev DP 1928 was the standard light machine gun for the Soviet Army before WWII. Thanks to a tripod that was developed for the Degtyarev DP 1928, it was also able to be used as an antiaircraft gun.

Used By	Soviet Union
Date of Manufacture	1928
Weight	10.97kg (24lb)
Length (cm)	100
Caliber	7.62mm (.303 inch)
Round per Clip / Magazine	30
Rate of Fire (RPM)	300
Maximum Velocity	820m/sec (2690ft/sec)
Weapon Type	Light Machine

ZB26



The ZB26 was originally a ZB-26 gun, the original design was created by Zbrojovka Brno, but after being purchased by the British and was used as the template for the British BREW gun, and later for the Type 26, an obvious light machine gun as well. The ZB26 was no similar to the BREW gun that it has even been referred to as the first BREW gun.

Used By	Germany
Date of Manufacture	1914
Weight	10.13kg (22lb)
Length (cm)	900
Caliber	7.92mm (.312 inch)
Round per Clip / Magazine	30
Rate of Fire (RPM)	300
Maximum Velocity	820m/sec (2690ft/sec)
Weapon Type	Light Machine



The world's first assault rifle, the MP 44 was developed in Germany for use in WWII. The 1.3kg rifle started as a combination of submachine gun, light machine gun, and bolt action rifle, giving a range of the advantages of all three while fitting into a compact form factor that could walk out well during WWII's close-quarters battles. While the rounds that it fires are not as powerful as some of the larger rifle rounds, they are substantially more powerful than pistol cartridges. The only serious weakness of the MP 44 was the weight and strength of the bolt where the stock attached.

Used By	Summary
Date of Manufacture	1944
Weight	1.3kg (2.9lb)
Range (yds)	700
Caliber	9mm (.360 inch) cartridge
Round per Clip Magazine	40
Date of Fire (RPM)	700
Maximum Velocity	1,100 ft/sec (335 m/s)
Weapon Type	Assault

Panzerfaust 60



Designed as a one-shot (1) to the Panzerfaust 30, which had a limit of 30 meters, the Panzerfaust 60, with an effective range of 60 meters, is the next step in the chain of several versions of the Panzerfaust, with each one ever increasing range. The Panzerfaust 60 was the most widely produced version of the Panzerfaust, and, as with the Panzerfaust 30, the Panzerfaust 60 was a single-use weapon. Unfortunately, due to the relatively large size of flame that shot out of the back of the Panzerfaust 60, the person firing it, and anyone else around, had to be sure one did not catch fire or they could be burned alive.

Used By	Summary
Date of Manufacture	1944
Weight	4.6kg (10lb)
Range (yds)	60
Caliber	.300 AAC Blackout
Round per Clip Magazine	1
Date of Fire (RPM)	10A
Maximum Velocity	1,000 ft/sec (305 m/s)
Weapon Type	Heavy Artillery

M1 Bazooka



Initially the creators of the Bazooka came from the same shop of engineers that were acquired from the Swiss in the USA. After it was determined that they would not work well on grenades, a Colonel Edward Shucke devised a 105mm shaped charge system that was named after an old shaped grenade played by Bob Burns. After trials and tests, the Project Mortar M1, or M1 Bazooka, began manufacture in 1941 and was used in WWII as the standard anti-tank weapon of the USA.

Used By	Summary
Date of Manufacture	1941
Weight	90kg (200lb)
Range (yds)	600
Caliber	2.36in (60mm)
Round per Clip Magazine	1
Date of Fire (RPM)	10A
Maximum Velocity	300 ft/sec (91 m/s)
Weapon Type	Heavy Artillery

Explosives

Quite a variety of explosives were available to both the allied and axis forces during WWII. These notably included the standard grenades, belt mine anti-tank and anti-personnel mines, as well as explosives, such as dynamite, used to take out key targets.

Anti-Tank Mine



Used By	N/A
Date of Manufacture	N/A
Weight	40kg (88lb)
Weapon Type	Mine

Dynamite - Timed



Used By	N/A
Date of Manufacture	N/A
Weight	1,000 grams
Weapon Type	Mine

Explosives Bag



Used By	N/A
Date of Manufacture	N/A
Weight	100g (0.22lb)
Weapon Type	Explosive

Explosives (Clam Bomb)



Used By	N/A
Date of Manufacture	N/A
Weight	500g (1.1lb)
Weapon Type	Explosive

Magnetic Mine



Known also as the anti-tank mine, it was used to stop tanks, armored vehicles, and other metal objects. It detonates when a strong magnetic field is detected.

Used By	USA
Date of Manufacture	1942
Weight	1.4 kg
Weapon Type	Mine

Mine



Used to take out enemy foot companies, or infiltrated with anti-tank mine to take out the foot soldiers that accompanied tanks will prevent them to do worse damage on a soldier.

Used By	USA
Date of Manufacture	1942
Weight	1.4 kg
Weapon Type	Mine

No. 36 - Defensive (No. 36M MK1 "Mills Bomb")



Originally the No. 36 hand grenade was considered a defensive grenade due to its high-shrapnel content, which could be thrown towards an enemy to discourage them from advancing. In addition to dangerous, however, the No. 36 instead has a longer fuse delay, which allows it to bounce before exploding, or to be dropped and explode by hand you.

Used By	Great Britain
Date of Manufacture	1915
Weight	0.5 kg
Weapon Type	grenade

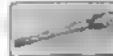
No. 69 - Offensive (No. 69 MK1)



To remedy the No. 69 was used as an offensive or battle during WWII due to the low amount of shrapnel, allowing it to be used in close-quarters battle with less risk to the attacker. In addition to dangerous, however, the No. 69 is classified as an offensively grenade because it will explode in contact, and not touch.

Used By	United Kingdom
Date of Manufacture	1939
Weight	0.7 kg
Weapon Type	grenade

Stielhandgranate 39



One of the standard anti-personnel weapons used during WWII, the Stielhandgranate 39 was often referred to as the stick grenade, or potato masher, due to the odd shape and long stem. A later version, the Stielhandgranate 42, was known as the 42-Stielhandgranate. It was as the 39-Stielhandgranate, but the ignition fuse was attached to the top of the grenade, enabling it to be used as a rifle grenade. There was also a version of it known as the 42-Stielhandgranate, which was used as a rifle grenade.

Used By	Germany
Date of Manufacture	1939
Weight	0.7 kg
Weapon Type	grenade

Type 97



Effectively the same as the Type 91 rifle grenade, with the exception that removed, the Type 97 was the standard grenade used by the Japanese during WWII. With the tube removed, the Japanese Type 97 hand grenade could not be fired from a rifle.

Used By	Japan
Date of Manufacture	1937
Weight	0.7 kg
Weapon Type	grenade

Medium / Heavy Machine

While submachine guns and light machine guns can often lay down quite a bit of fire power in order to lay down enough firepower at long-range, you will need to resort to medium or heavy machine guns. Due to their size and weight, however, medium and heavy machine guns are tripod or fixed-mounted guns, which means that they are not portable. The unfortunate result about this is that, since you are often the one who is advancing on enemy positions, your enemies will likely be firing them at you.

MG-42

Due to its unique design, the MG-42 was not issued the M1-A4 name (the end "A4" end of the way in which it is of the MG-42 were not used) but rather the designation of the MG-42, marking it full name. Even when the MG-42 was first produced, however, while it initially made it into production, the MG-42 was still used in tanks and other vehicles, because the barrel of the MG-42 was removed backwards, instead of from the side, like the M1-A2. The MG-42 is tripod or tripod mounted, depending on application.

Category	Attribute
Date of Manufacture	1942
Weight	14.5 kg (32 lbs)
Range (m)	1,600
Velocity	870 m/s
Round per clip Magazine	75
Rate of Fire (RPM)	1,000
Maximum Velocity	870 m/s (2,140 ft/s)

Browning M1919

The Browning M1919 was developed as a heavy machine gun. The Browning M1919 is based on of the same design as the M1916, which the Browning BAR was also based on. The Browning M1919 underwent several revisions. Initial designs were air cooled, but later designs were even liquid cooled. The heavier barrel of the M1919 also allowed for periods of sustained fire without changing barrels. The Browning M1919 was mounted on a tripod, but used an anti-recoil gun. The Browning M1919 is tripod and/or mounted.

Category	Attribute
Date of Manufacture	1919
Weight	14.5 kg (32 lbs)
Range (m)	1,600
Velocity	870 m/s
Round per clip Magazine	75
Rate of Fire (RPM)	1,000
Maximum Velocity	870 m/s (2,140 ft/s)

Browning M1919 Twin

The twin Browning M1919 Twin is a Class II Browning M1919, except that it had two Browning M1919 guns in mount side-by-side, allowing for more firepower.

Category	Attribute
Date of Manufacture	1919
Weight	20.5 kg (45 lbs)
Range (m)	1,600
Velocity	870 m/s
Round per clip Magazine	75
Rate of Fire (RPM)	1,000
Maximum Velocity	870 m/s (2,140 ft/s)

CZ Vzor 37

Originally manufactured by Česká zbrojovka Brno, and later referred to as the VZ 37, the CZ Vzor 37 is medium range anti-infantry weapon. During the WWII, the VZ 37 was the Czechoslovakian version of the MG 34 and MG 42 guns.

Category	Attribute
Date of Manufacture	1937
Weight	10.5 kg (23 lbs)
Range (m)	1,600 m
Velocity	870 m/s (2,140 ft/s)
Round per clip Magazine	75
Rate of Fire (RPM)	1,000
Maximum Velocity	870 m/s (2,140 ft/s)

Type 92

The Arisaka Type 92 machine gun, or Type 92, is named after the date it was first produced, so as not to reveal its true name. It was, however, very similar to the Type 91, which was also produced during the same period. The Type 92 did not have a means of changing its barrel when it was near overheating, which may have been why the Type 92's rate of fire was only on 30 round rated strips. The Type 92 is either tripod or sled mounted.

Category	Attribute
Date of Manufacture	1932
Weight	10.5 kg (23 lbs)
Range (m)	1,600 m
Velocity	870 m/s (2,140 ft/s)
Round per clip Magazine	75
Rate of Fire (RPM)	1,000
Maximum Velocity	870 m/s (2,140 ft/s)

Cannons

Several types of cannons are available to both shot and be shot at by; these include a variety of both tank guns and tank guns. Since many of these are fixed, or are being used by the enemy, care must be taken when approaching a position.

85mm - T34 / 88, ISU 5

The Soviet T34 or tank was equipped with an 85 mm 85 caliber cannon. In addition to the increased firepower that was provided by this weapon, a redesigned T34 was accompanied by an improved hull, and a thick crew compartment armor to protect in loading and unloading the cannon.

Category	Attribute
Date of Manufacture	1941
Weight	20
Range (m)	1,600 m
Velocity	870 m/s
Round per clip Magazine	20
Rate of Fire (RPM)	1,000

Flak 38 20mm

The primary anti-aircraft gun of Germany during WWII, the Flak 38 was the successor of the 20mm Flak 30. The Flak 38 ended up being mounted in numerous types of vehicles and even was the primary gun of a fighter plane anti-air tank. The Flak 38 is both two cased on a tripod, and on the back of the Flak 38.

Used By	Germany
Date of Manufacture	1934
Weight	52kg
Range (km)	1000 (approx.)
Caliber	N/A
Rounds per Clip Magazine	10s
Rate of Fire (RPM)	2000 RPM (approx.)

Flakvierling 38 4x20mm

Used by mounting four individual 20mm Flak 38 cannons together, the Flakvierling 38 was largely intended as flak towers or other permanent mounts. It was operated by two hand-wheels that controlled the vertical and horizontal fire, as well as two foot pedals, which each controlled two barrels ally opposed. Flak 38 barrels are the Flakvierling 38's 4x20mm variant can be found mounted on the German U-Boat.

Used By	Germany
Date of Manufacture	1938
Weight	4,500
Range (km)	1000 (approx.)
Caliber	N/A
Rounds per Clip Magazine	480 x 4
Rate of Fire (RPM)	1000 RPM (approx.)

KwK 36 - Tiger

With a thicker armor belt than the Panther, the KwK 36 was capable of firing an 80mm rounds. In fact, by the end of WWII, the KwK 36 was the only tank gun in the German arsenal that was capable of penetrating the armor of the T-34 and KV's Soviet tanks. Additionally, the accuracy was such that the KwK 36 could hit targets to penetrate first round (at over 1000 meters in combat).

Used By	Germany
Date of Manufacture	1941
Weight	13,600
Range (km)	5,400 (approx.)
Caliber	N/A
Rounds per Clip Magazine	N/A
Rate of Fire (RPM)	90 RPM (approx.)

KwK 40 - Panther

Initially the Panther used a 75mm 70mm main gun and the tank who used KwK 40 as an "infantry" support role, but after the gun was switched out with the KwK 40, which launched long 75mm rounds, the Panther became the main battle tank of the Germans, and was in service on all fronts. The combination of the power of the Panther, and the ability of the German tank crews, allowed them to knock out 111 Panthers to destroy over 80 Soviet T-34s.

Used By	Germany
Date of Manufacture	1941
Weight	13,600
Range (km)	5,400 (approx.)
Caliber	N/A
Rounds per Clip Magazine	360
Rate of Fire (RPM)	120 RPM (approx.)

Appendix 4: Gear & Vehicles

Equipment

Backpack



There are a number of varieties of backpacks. By placing one on your back when preparing for a mission, you will be able to carry much more equipment than you would otherwise.

Binoculars



Binoculars are a rigid frame holding a combination of mirrors and lenses, effectively creating a telescope for each eye. To use your binoculars, simply have them in your inventory and use the binocular key (default: B).

Camera



This is just a quickly over the shoulder camera. When you need to take a photograph of something, simply walk up to it and interact with it. The option to take a photograph will be in the interaction menu.

Compass



The compass is a small but vital piece of equipment, every soldier should not omit it from his standard equipment. See the interface section for more information.

Diving Gear



This diving gear is a newly-developed type of breathing apparatus designed for divers. It has a limited amount of air, but the PSS is a true aquatic unit; you should have more than enough air for any of your missions. This is worn in lieu of a beret or Z.

First Aid Kit



Please add kits contain a combination of essential bandages and medicines. For emergency wound care in the field. To heal yourself, simply select the first aid kit as you would a weapon. To heal an ally, interact with them and choose to heal them from the interaction menu. A first aid kit rarely has enough bandages to treat twice.

First Aid Kit, Large



The large first aid kit works just like the regular version, but it has enough bandages and medicine for multiple uses.

Keys



Keys are used to open locked doors, of course. Normally important to you as they're important to people, so make sure you check any enemy that you eliminate.

Wire Cutters



Wire cutters are a strong tool that can cut through electrical wires, links, wire, and so on. Simply keep these in your inventory until they are needed. When you need to cut something, interact with it and the option to cut it will be in the interaction menu.

Clothing

Uniforms



There is nothing especially remarkable about your own uniform, but you can acquire the uniforms of enemies, allowing you to pass as one of them for a short time. Naturally, you can wear only one uniform at a time.

Helmets



Whatever you can, wear a helmet. Yes, they're heavy, but they are capable of stopping a bullet that would otherwise kill you into a pine box. As with uniforms, you can steal the helmets of your foes, but can wear only one at a time. Some uniforms are normally worn with a hat rather than a helmet, which looks good, but provides little protection.

Other clothing



There are other forms of clothing that you may find useful from time to time. Stuff and other non-military clothing work much like a uniform. Glasses can be worn in lieu of a helmet to "protect" the eyes.

Note: See Chapter 3, *Gameplay* for details on how all *clothes* work.

Vehicles

Motorcycles

Kraftrad BMW R75 w/ Sidecar (GER)



When they're used in combination (Opel and man + mule), the Germans often rely on mule teams. The R75 is a heavy model with a powerful engine, a very good gear, and an open seat unit. A left machine gun on it. At least 1000 were used in Russia or - during and especially popular with the Afrika Korps.

Country of Origin	Category
Germany	Motorcycle
Length	8.4 ft
Width	3.7 ft
Height	4.2 ft
Weight	650 kg
Max Speed	65 mph
Max. RPM	4,000

4 – 8 Wheeled Vehicles

Opel Blitz (GER)



The Opel Blitz is found in every country, because before the war, it was built in a number of countries, but quality of remarkable quality. How is used in Germany's primary utility, being used to move the men and supplies, vehicles, or for other purposes.

Country of Origin	Category
Germany	Truck
Length	17 ft
Width	6.7 ft
Height	4.6 ft
Weight	3,600 kg
Max Speed	35 mph
Max. RPM	4,000 RPM

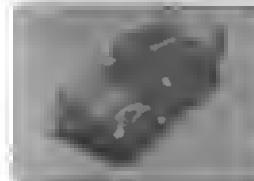
Opel Blitz w/ 20mm Flak 38 AA (GER)



When the Nazis had to mount a flatbed. They made a special attachment, capable of mounting a 20mm Flak 38 AA gun, and when necessary, be it under load, it could be used.

Country of Origin	Category
Germany	Truck
Length	17.6 ft
Width	6.9 ft
Height	4.9 ft
Weight	3,900 kg
Max Speed	35 mph
Max. RPM	4,000 RPM

Krupp Protze Kfz. 70 (GER)



The Krupp Protze Kfz. 70 was the first of the armored vehicles of the German army. Sometimes called the 'Bomber', it was a tank that could transport and fire towed.

Country of Origin	Category
Germany	Truck
Length	10.1 ft
Width	4.1 ft
Height	4.9 ft
Weight	6,000 kg
Max Speed	35 mph
Max. RPM	4,000 RPM

Kubelwagen (GER)



The military version of the civilian Kübelwagen, the Kubelwagen is a multi purpose vehicle in heavy use on every front. It is fast and reliable, and efficient over rough terrain. Much like the American jeep, it is used for multiple transport purposes, as a staff car, for scouting, and for any other purpose that the Wehrmacht can think up.

Country of Origin		Germany
Length	3.9 m	
Width	1.7 m	
Height	1.9 m	
Weight	660 kg	
Max. Speed	60 kph	
Max. Crew	4	

Schwere Panzerspähwagen Puma (SdKfz 234/2) (GER)



The Panzerspähwagen Puma is a German armored personnel carrier. All eight wheels are driven, and all eight wheels are steered. The SdKfz 234/2 model also has a turret (originally designed for a Jagdpanzer) with a 75mm KwK L/42 "Puma" gunbarrel, and a machine gun.

Country of Origin		Germany
Length	8.0 m	
Width	2.4 m	
Height	2.60 m	
Weight	14,420 kg	
Max. Speed	16 kph	
Max. Crew	4	

Bedford QLD Supply Truck (GB)



The Bedford QLD utility truck, introduced early in the war, has been an effective loader of materials and supplies. It is slow by day, but good at night, and is a front-line truck, being up-to-date but not reliable.

Country of Origin		Germany
Length	5.74 m	
Width	1.9 m	
Height	1.9 m	
Weight	1,920 kg	
Max. Speed	60 kph	
Max. Crew	4 (front British)	

Willys MB Truck, 1/4 Ton, "Jeep" (US/GB/USSR)



Commonly known as the Willys Overland MB type, this vehicle, often just called a "Jeep" (from US, then in UK usually a prototype), is a four-wheel drive utility vehicle that moves across the globe in every feasible way, from off-road portage to road. It is, of course, a tracked half-track for a light machine gun.

Country of Origin		United States
Length	3.0 m	
Width	1.7 m	
Height	1.4 m	
Weight	1,000 kg	
Max. Speed	56 kph	
Max. Tonnage	1	

Halftracks

M2 Halftrack (US)



Combining the chassis of the M1 halftrack with the larger bogies of the M11, the M2 halftrack served as armoured transport vehicles and not as gun platforms. They often have a roller mounted on the front to allow the hull to turn 180°.

Country of origin	Entered service
United States	1942
Weight	22 t
Length	7.29 m
Width	2.74 m
Max speed	~ 24 km/h
Max range	214 kilometers

SdKfz 251 Ausf A (GER)

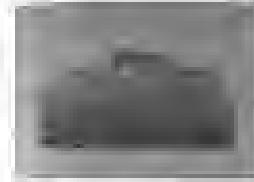


The SdKfz 251 Ausf A was the "Festungswagen" (fortress vehicle), used primarily as an armoured transport vehicle. It, although heavy, had a low profile, allowing it to travel through a variety of terrain, such as in mud, snow and even over minefields.

Country of origin	Entered service
Germany	1939
Weight	11.2 t
Length	5.5 m
Width	2.4 m
Max speed	~ 10 km/h
Max range	214 kilometers

Tracked Vehicles

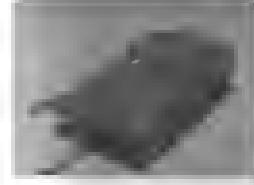
Panzer III (GER)



The Panzer III was first used at the start of the war, serving with a "Panzerkampfwagen" division. During a variety of conflicts, it was used alongside a variety of other German anti-tank units.

Country of origin	Entered service
Germany	1934
Weight	24.5 t
Length	7.3 m
Width	2.7 m
Max speed	~ 30 km/h
Max range	160 kilometers

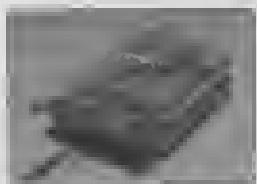
Panzer V, 'Panther' (GER)



The Panther was developed to counter the T-34 tank. It had a very heavy hull, weighing 45 tonnes, and a large tank, measuring with 750 mm width, 3.76 m height, 7.2 m length and a weight of 45 tonnes. It was designed to be a mobile fortress.

Country of origin	Entered service
Germany	1942
Weight	45 tonnes
Length	7.39 m
Width	3.7 m
Max speed	~ 30 km/h
Max range	140 km

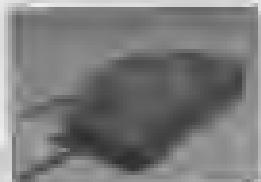
Panzer VI Ausf E, 'Tiger' (GER)



The Tiger is a fearsome vehicle, a huge tank built of 100 mm thick armor. It is extremely expensive to produce, but its weight of 60 tons makes it difficult to move. The only real disadvantages are that it has a slow speed, and the tracks are vulnerable to anti-tank weapons.

Country of Origin	Germany
Length	8.60 m
Width	3.00 m
Height	2.30 m
Weight	60.00 t
Max. Speed	10.00 km/h
Max. Armor	100.00 mm

ISU-152 (USSR)



The ISU-152 is a self-propelled gun, mainly a hull with a truck mounted on top, from 1937 to 1943. It is a simple design, but it is a good killer. And no long range equipment, but while it is in action, it is hard to miss it.

Country of Origin	USSR
Length	8.10 m
Width	3.20 m
Height	2.40 m
Weight	40.00 t
Max. Speed	10.00 km/h
Max. Armor	30.00 mm

M4A2 Sherman/Sherman III (US/GB)



The M4A2 Sherman is a medium tank. It has been the backbone of the US armored forces since the beginning of the war. The Lend-Lease program has sent many tanks to the UK, helping both the US and the UK enter into the war.

Country of Origin	United States
Length	8.50 m
Width	3.00 m
Height	2.40 m
Weight	31.00 t
Max. Speed	30.00 km/h
Max. Armor	30.00 mm

Boats and Ships

PT Boat (78' Higgins) (US/GB)



The Higgins PT boat is a fast, light craft designed for combat. It is a hull with an open deck. On average, the PT boat has a maximum speed of 40 knots. The Higgins 78' is a specialized version of the PT boat.

Country of Origin	United States
Length	24.00 m
Width	3.00 m
Height	1.80 m
Weight	11.00 t
Max. Speed	40.00 km/h
Max. Crew	11

Submersibles

SBS Mini-submarine (GB)



The precise details of this vehicle is classified. All that can be said is that the mini-submarine can be used to move troops quickly while underwater, allowing them to make covert insertions from a greater distance.

Country of Origin	Great Britain
Length	10.5 meters
Width	1.2 meters
Height	1.8 meters
Weight	12,000 kg
Max Speed	15 knts
Engines	Classified

Aircraft

Messerschmitt BF 109 E (GER)



An earlier participant in the Spanish Civil War, the Bf 109 has been revised for a while. The Model E has been the standard Luftwaffe fighter throughout the war. The aircraft has proven to be a solid, fairly nimble fighter, but can be rather tricky during combat and at high speed.

Country of Origin	Germany
Length	8.04 m
Wingspan	8.87 m
Height	2.66 m
Weight	3,500 kg
Max Speed	485 mph
Max. Altitude	10,000 ft

Junkers Ju 52, 'Tante Ju' (GER)



A four-engine transport with a high-wing, the Ju 52 is a workhorse of the Luftwaffe. It has been used to transport supplies, troops, paratroopers, mail and armaments, and has also been modified to operate as a glider plane. It normally has only one, or no, machine gun installed, but for some purposes, it may be equipped with 11 more if needed.

Country of Origin	Germany
Length	17.01 m
Wingspan	32.1 m
Height	4.47 m
Weight	11,000 kg
Max Speed	240 mph
Max. Altitude	3,300 m (10,800 ft)

Junkers Ju 87, 'Stuka' (GER)



Widely used as a dive bomber, the Ju 87 has been most famous as planes during the early war period. It readily built into its dive bombers. A "dive-bombing" trick as it dives on its target that has not yet been shot down, the Stuka has shown itself to be a good support and naval bomber.

Country of Origin	Germany
Length	11.1 m
Wingspan	11.3 m
Height	4.0 m
Weight	3,500 kg
Max Speed	310 mph
Max. Altitude	10,000 ft

Junkers Ju 88 (GER)



In 1935 the Luftwaffe's first real bomber, the Ju 88 had been created after before the war. It's a fast, strong fighter with a long range, capable of carrying a large load of bombs. Primarily used for level bombing and other sort, it can fly so fast an aerial fighters, but has the armament for bombers.

Country of Origin	Germany
Length	14.4 m
Wingspan	20.73 m
Height	4.90 m
Weight	10,000 kg
Max Speed	470 kph
Max Crew	3

Macci MC.200 Saetta (ITA)



The MC.200 was Italy's first attempt to create a monoplane fighter plane. It's very slightly partially enclosed. The Saetta is very well, is stable and maneuverable, but lacks the overall power and performance of the interceptors it is up to be compared against.

Country of Origin	Italy
Length	9.2 m
Wingspan	11.58 m
Height	3.33 m
Weight	2,000 kg
Max Speed	400 kph
Max Crew	1

De Havilland Mosquito (GB)



The design of the Mosquito was created prior. Most of the nations are huge fortifications dealing with Germany, but De Havilland decided to make the most out of wood and have it all of the gun. The Mosquito is a bomber that doesn't need to be fast, it's not slow or radar, and the Luftwaffe's fighters can't catch up to it. The fact that it's the most maneuverable aircraft in the sky makes it even better.

Country of Origin	Great Britain
Length	11.76 m
Wingspan	11.21 m
Height	4.3 m
Weight	4,000 kg
Max Speed	600 kph
Max Crew	2

Supermarine Spitfire Mk. V (GB)



We all know what he needed to win the Battle of Britain, German Air Ace Adolf Galland said, "By far the Spitfire is one of the best fighters the world has ever seen. The Spitfire is built like a tank in armament, maneuverability, speed, and stability to reuse a fast, maneuverable fighter that can victory the day even if he flies on minimal fuel."

Country of Origin	Great Britain
Length	9.0 m
Wingspan	11.88 m
Height	3.39 m
Weight	3,000 kg
Max Speed	600 kph
Max Crew	1

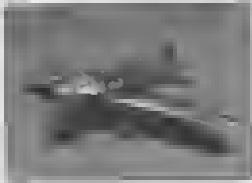
Douglas C-47 Skytrain (US/GB)



The C-47 Skytrain is the military version of the civilian DC-3. It is used for every possible transportation function, moving troops, wounded, supplies, and paratroops from one end of the front lines

Country of Origin	USA
Length	110-115
Wingspan	110-115
Height	16-18
Weight	65-70 kg
Max. speed	80-85 mph
Max. Crew	2 (12 passengers)

Lavockin La-5, 'Lavochka' (USSR)



Indicates that during the battle of Stalingrad he wanted the Germans, like the 5th Army, to hold a good defensive, it is a good strategy, but not remarkable. It is real, and clearly bad, but it is hard to criticize.

Length of flight	0.41 m
Wingspan	1.8 m
Height	1.14 m
Weight	0.08 kg
Max. Speed	100 km/h
Max. Crew	1

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